

Steven Universe-

Giant Woman
Final Board

Date: June 11 2013

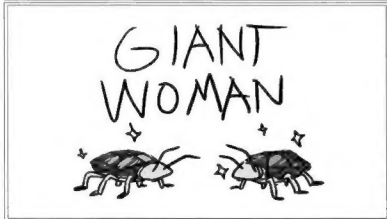
JUN 26 2013

1020.010

1020.010

1020.010

Scene 1 Panel 1



Scene 2 Panel 1



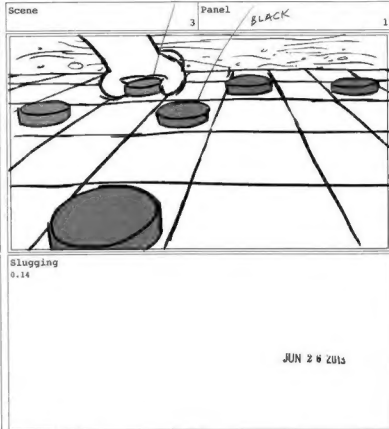
Slugging
1.12

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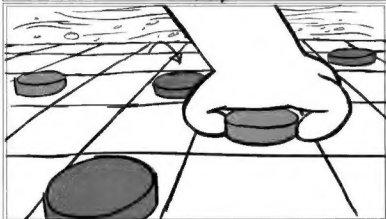
1020.010

1020.010

1020.010



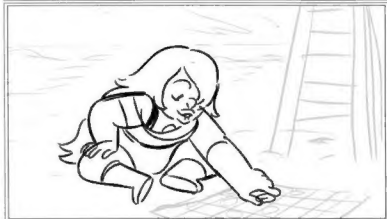
Scene 3 Panel 2



Slugging
1.03

* AMETH ARCS OVER BLACK CHECKER.

Scene 4 Panel 1



Dialogue
AMETHYST: Hai

Slugging
Panels 1 + 2 = 0.13

Notes
NEED H.U. to previous scene, Amethyst hand is on the game board.

JUN 26 2013

1020.010

1020.010

1020.010

Scene Panel 2

4 *LOUT*



Dialogue

AMETHYST: Ha!

Notes

NEED H.U. to previous scene, Amethyst hand is on the game board.

Scene Panel 3

4 *LOUT*



Dialogue

AMETHYST: Take THAT!

Slugging

1.10

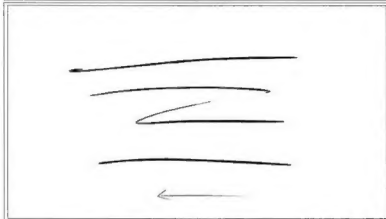
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Scene 5 Panel 1



Slugging
0.04

* ZIP PAN

Scene 6 Panel 1



Slugging
0.14


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1020.010

1020.010

1020.010

Scene	Panel	
	6	2
		
<p>Dialogue</p> <p>PEARL: Wow, Amethyst...</p>		
<p>Slugging</p> <p>1.13</p>		

Scene	Panel	
	6	3
		
<p>Dialogue</p> <p>PEARL: ...I'm impressed.</p>		
<p>Slugging</p> <p>1.11 - before water balloon comes in. Then - 0.04 - Water balloon in and hit.</p>		

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1020.010

1020.010

Scene Panel
6 CONT 4



Action Notes

Water balloon pops on Pearl's head

Slugging

0.06

Scene Panel
6 CONT 5



Slugging

0.14

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1020.010

1020.010

1020.010



Scene

Panel

6 *cont*

6



Slugging

ADJ: 0.13

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1020.010

1020.010

1020.010

Scene 6 Panel 7



Dialogue

STEVEN: Now it's your move, Pearl!

Slugging

2.06

Scene 7 Panel 1



Slugging

Panels 1 + 2 = 4.10

Notes

H.U. Pearl to previous scene, she is facing towards the right.

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1020.010

1020.010

1020.010

Scene Panel
7 2



Dialogue

PEARL: Steven, are the water balloons really necessary?

Scene Panel
8 1



Slugging

0.04


1 11 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
8	2




Dialogue

STEVEN: Yeah! This way the moves really matter!

Slugging

4.01

Scene	Panel
9	1



Dialogue

PEARL: But it's CHECKERS! Every single move matters!

Slugging

Panels 1 + 2 = 5.01

Notes

S.U. Steven's face to previous scene.

2013 2 6

Scene 9 Panel 2



Dialogue

PEARL: But it's CHECKERS! Every single move matters!

Notes

N.U. Steven's face to previous scene.

Scene 10 Panel 1



Dialogue

AMETHYST: It sounds like someone's being a sore loser..

Action Notes

A twirling hair

Slugging

Panels 1 to 6 = 3.14

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1020-010

1020-010

1020-010

Scene	Panel

Scene	Panel
10	<i>CONT</i> 2
	
<p>Dialogue</p> <p>AMETHYST: It sounds like someone's being a sore loser..</p>	
<p>JUN 26 2013</p>	

Scene	Panel

Scene	Panel
10	emst 3
	
<p>Dialogue</p> <p>AMETHYST: It sounds like someone's being a sore loser..</p>	
<p>JUN 26 2015</p>	



Scene 10 Panel 4



Dialogue

AMETSYST: It sounds like someone's being a sore loser..

Scene 11 Panel 1



Dialogue

PEARL: *muffled* Mmmrrrrghh!

Action Notes

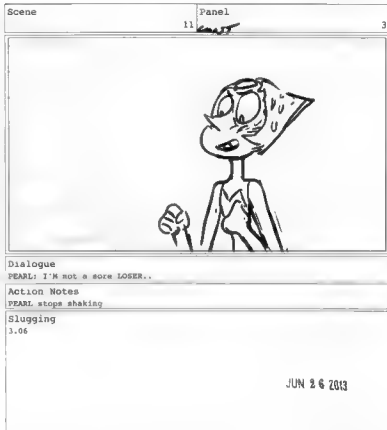
PEARL shakes with anger

Slugging

1.07

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1020.010



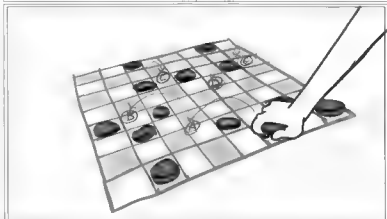
1020.010

Scene 11 Panel 4



Slugging
9.07

Scene 12 Panel 1



Slugging
Panels 1 to 11 = 1.15

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1020.010

1020.010

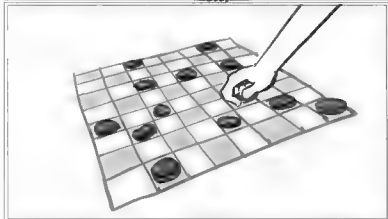
Scene

12

Panel

CONT

2



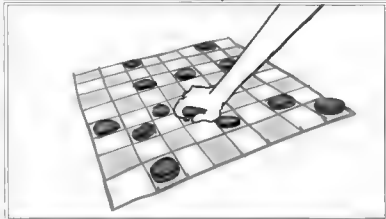
Scene

12

Panel

CONT

3



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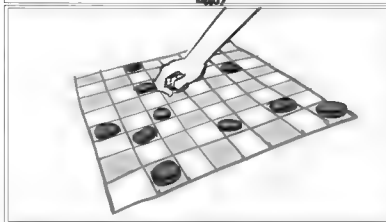
1020.010

1020.010

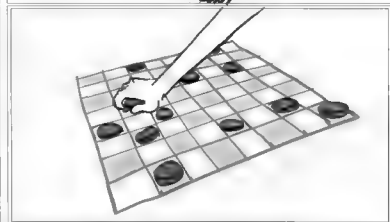
1020.010



Scene 12 Panel 4



Scene 12 Panel 5



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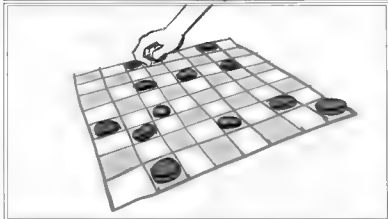
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1020.010

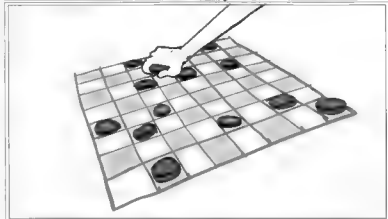
1020.010



Scene 12 Panel 6



Scene 12 Panel 7



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1020.010

1020.010

1020.010



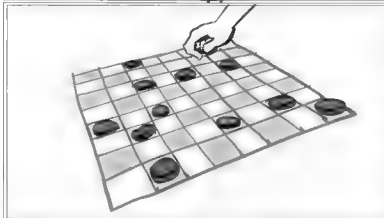
Scene

Panel

12

cont

8



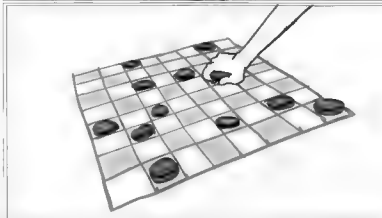
Scene

Panel

12

cont

9



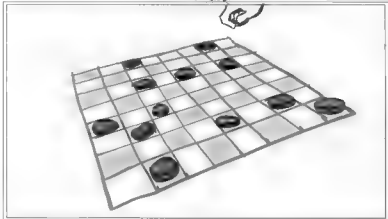
JUN 26 2013

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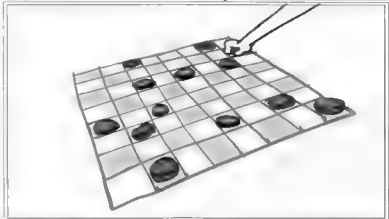
1020.010

1020.010

Scene 12 Panel 10
CONT



Scene 12 Panel 11
CONT



Action Notes
Pearl jumps over all of Amethyst's pieces in one move

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1020.010

1020.010

1020.010

Scene 13 Panel 1



Slugging
0.05

Notes

H.U. Pearl's arm on board to previous scene.

Scene 13 Panel 2



Dialogue

PEARL: ..because I just won the game!

Slugging

1.04

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1020.010

1020.010

1020.010

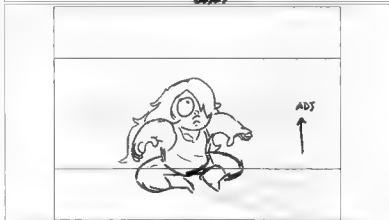
Scene 14 Panel 1



Dialogue
PEARL: Wheaaa?

Slugging
1.12

Scene 14 Panel 2



Slugging
ADJ: 0.06
Then HOLD: 0.07


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1020.010

1020.010

1020.010

Scene	Panel	
	14	CONT
		
<p>Dialogue</p> <p>AMETHYST: Oh well, here it comes.</p>		
<p>Slugging</p> <p>1.13</p>		

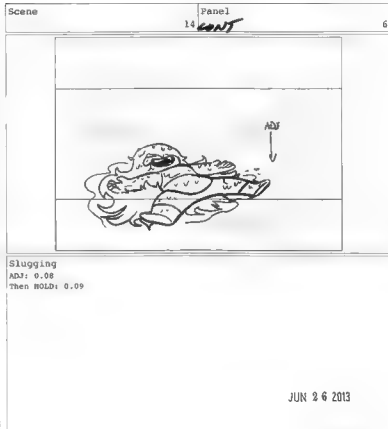
Scene	Panel	
	14	CONT
		
<p>Dialogue</p> <p>AMETHYST: Wubbbllllhhhhhh!!</p>		
<p>Slugging</p> <p>1.04</p>		

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1020.010

1020.010

1020.010



1020.010

1020.010

1020.010

NO
30
15

Scene 14 Panel 7



Dialogue

AMETHYST: Ahhhh, it feels good to lose.

PEARL (off-screen): AH! (clears throat)

Slugging

3.06

Scene 16 Panel 1



Dialogue

PEARL: I certainly hope that's not the attitude you have during battle.

Slugging

5.13

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1020.010

1020.010

1020.010

Scene 17 Panel 1



Dialogue
AMETHYST: Ugh! you're no...

Slugging
1.03

Scene 17 Panel 2



Dialogue
AMETHYST: ...fun...

Slugging
Panel 2 + 3 = ADJ 0.05

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1020.010

1020.010

1020.010

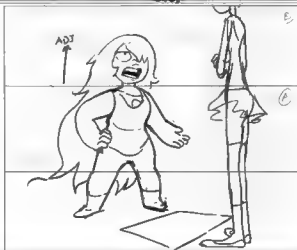


Scene

Panel

17 ~~LAST~~

3



Dialogue

AMETHYST: ...anymore.

JUN 26 201

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1020.010

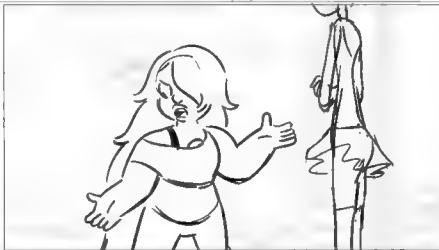


Scene

Panel

17 *CONT*

4



Dialogue

AHETHYST: This is..

Slugging

Panels 4 to 6 = 3.15

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1020.010

1020.010

1020.010

Scene

Panel

17 *KANT*

5



Dialogue

AMETHYST: ...why we...

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1020.010

1020.010

1020.010

Scene

Panel

17

LAST

6



Dialogue

AMETHYST: ...never form Opal.

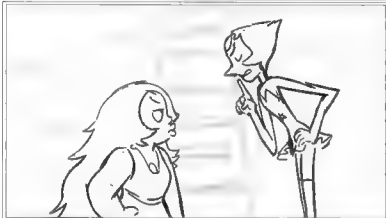
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1020.010

1020.010

Scene 18 Panel 1



Dialogue

PEARL: We DON'T form OPAL because you're...

Slugging

3.02

Notes

H.U. Amethyst face to previous scene.

H.U. Pearl pose to previous scene.

Scene 18 Panel 2



Dialogue

PEARL: ...difficult...

Slugging

1.01

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1020.010

1020.010

1020.010

Scene 18 Panel 3



Dialogue
PEARL: ...and a ...

Slugging
0.13

Scene 18 Panel 4



Dialogue
PEARL: ...mess!

Slugging
1.01

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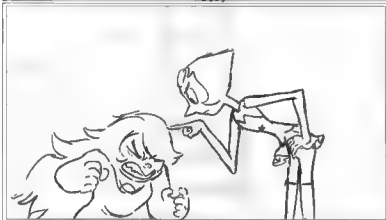
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1020.010



Scene 18 Panel 5



Slugging
0.02

Scene 18 Panel 6



Slugging
0.02

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1020.010

1020.010



Scene Panel
18 CONT 7



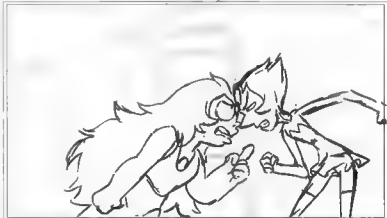
Dialogue

AMETHYST: We don't form Opal because you're uptight and...

Slugging

2.11

Scene Panel
18 CONT 8



Dialogue

AMETHYST: ...Another bad thing!

Slugging

1.10

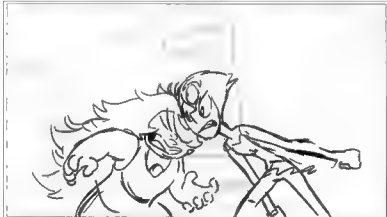
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1020.010

Scene 18 Panel 9



Slugging
0.04

Scene 18 Panel 10



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010



Scene 18 Panel 11



Slugging
0.04

Scene 18 Panel 12



Action Notes
Steven climbs down ladder in background.

Slugging
0.04

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1020.010

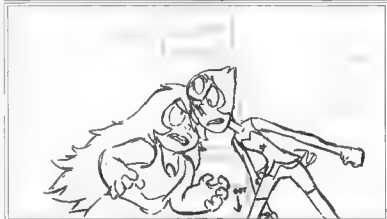


Scene 18 Panel 13



Slugging
0.04

Scene 18 Panel 14



Action Notes
STEVEN OUT
Slugging
0.04

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1020-010

1020-010

Scene 18 Panel 15



Action Notes

STEVEN IN

Slugging

0.04

Scene 18 Panel 16



Dialogue

STEVEN: GUYS!!

Slugging

0.13

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Scene 18 **CONT** Panel 17



Slugging
0.05

Scene 19 Panel 1



Dialogue
STEVEN: GUYS!!

Slugging
1.04

Notes
H.U.

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1020.010


1020.010

Scene	Panel	
	19	<i>CONT</i>
		2



Slugging
1.03

Scene	Panel	
	19	<i>CONT</i>
		3



Dialogue
STEVEN: What is...

Action Notes
PEARL and AMETHYST out

Slugging
0.13

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1020-010

1020-010

1020-010



Scene	Panel
19	conf



Dialogue
STEVEN: ...OPAL?!

Slugging
1.04

Scene	Panel
20	1



Dialogue
AMETHYST: Oh it's the two of us-

Slugging
2.06

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1020-010

Scene 20 Panel 2



Dialogue
AMETHYST: mashed together.

Slugging
1.14

Scene 20 Panel 3



Dialogue
PEARL: *SCOFF*

Slugging
0.11

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1020.010

1020.010

1020.010

Scene 21 Panel 1



Dialogue

PEARL: Is

Slugging

Panel 1 to 4 = 3.11

Scene 21 Panel 2



Dialogue

PEARL: WATER

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1020.010

Scene 21 Panel 3



Dialogue
PEARL: just

Scene 21 Panel 4




Dialogue
PEARL: hydrogen and oxygen...


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1020.010

1020.010

1020.010

Scene	Panel	
	21	5
		
<p>Dialogue</p> <p>AMETHYST: "MASHED together"?</p>		
<p>Action Notes</p> <p>PEARL waves her hands</p>		
<p>Slugging</p> <p>Panels 5 to 7 = 0.09</p>		
<p>Total frames for waves: 2.05</p>		

Scene	Panel	
	21	6
		
<p>Dialogue</p> <p>AMETHYST: "MASHED together"?</p>		
<p>JUN 26 2017</p>		



Scene

21

Panel

7

cont



Dialogue

AMETHYST: "MASHED together"?

Scene

22

Panel

1



Dialogue

STEVEN + AMETHYST: Uhhhh...

Slugging

1.10

JUN 26 2011

1020.010

1020.010

1020.010

Scene 22 Panel 2



Action Notes
AMETHYST shrugs

Slugging
1.05

Scene 23 Panel 1



Dialogue
PEARL: Hmf. Analogy wasted.

Slugging
2.01

JUN 26 2017

1020.010

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1020.010

Scene 23 *CONT* Panel 2



Slugging
0.05

Scene 23 *CONT* Panel 3



Action Notes
Pearl OUT.

Slugging
0.04

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1020-010

Scene 24 Panel 1



Slugging
0.07

Scene 24 Panel 2



Slugging
0.11

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1020.010

Scene 24 **CONT** Panel 3



Dialogue
PEARL: Look here Steven.

Slugging
0.12

Scene 25 Panel 1

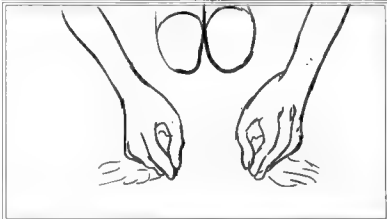


Slugging
0.10

JUN 26 2013



Scene 25 ~~WENT~~ Panel 2



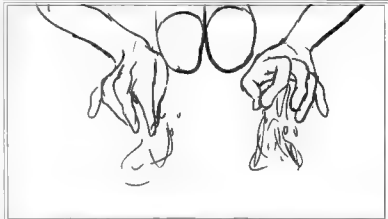
Action Notes

Pearl scoops up sand with fingers.

Slugging

0.04

Scene 25 ~~WENT~~ Panel 3



Dialogue

Pearl: WREN...

Slugging

0.04

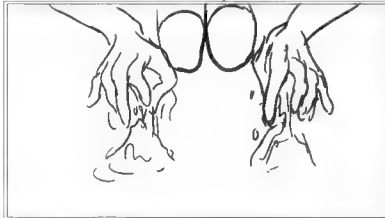
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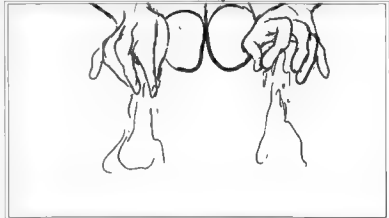
Scene 25 Panel 4



Dialogue
Pearl: ...WE...

Slugging
0.04

Scene 25 Panel 5



Dialogue
Pearl: ...SYNCHRONIZE ...

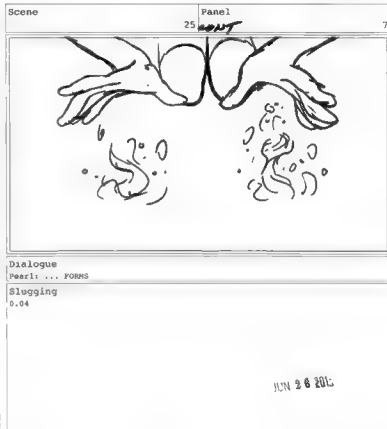
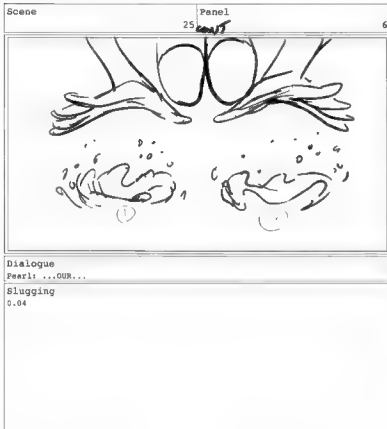
Slugging
0.04

JUN 26 2014

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1020.010

1020.010

1020.010

Scene Panel
25 *CONT* 8



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

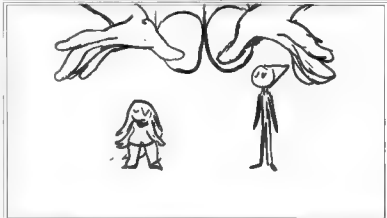
Action Notes

Pearl forms sand miniature forms of Amethyst and Pearl.

Slugging

0.05

Scene Panel
25 *CONT* 9



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging

2.06

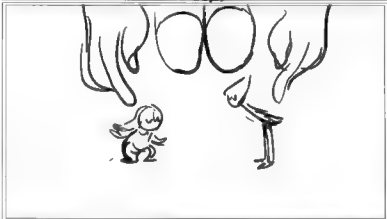
JUN 26 2011

010-0701

1020.010

1020.010

Scene 25 Panel 10
CONT



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging

0.11

Scene 25 Panel 11
CONT



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging

0.10

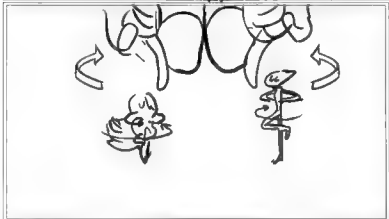
JUN 26 2013

1020-010

1020-010

1020-010

Scene 25 Panel 12



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Action Notes

The mini gems dance gracefully

Slugging

0.10

Scene 25 Panel 13



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging

0.08

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

25

1. **Introduction**

14



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging

Q. 14

(Hill - Hill)

(H11) \rightarrow E+M

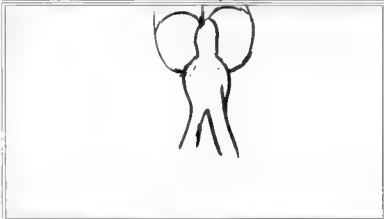
Scene

Panel

25

1999

15



Dialogue

PEARL: We can combine into a powerful Fusion Gem named Opel.

Slugging

0.04

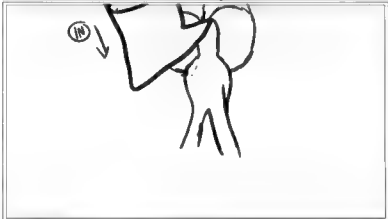
JUN 26 2013

1020-010

1020.010

1020.010

Scene 25 ~~wait~~ Panel 16



Dialogue

AMETHYST: Except...

Action Notes

AMETHYST foot - steps IN

Slugging

0.02

Scene 25 ~~wait~~ Panel 17



Dialogue

AMETHYST: ...I don't dance...

Slugging

Panels 17 to 20 = 0.14

Notes

Amethyst is missing star on other leg.

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1020-010

1020-010

1020-010

Scene 25 Panel 18



Dialogue

AMETHYST: ...I don't dance...

Notes

Amethyst is missing star on other leg.

Scene 25 Panel 19



Dialogue

AMETHYST: ...I don't dance...

Notes

Amethyst is missing star on other leg.

JUN 26 2015

1020-010

1020-010

1020-010

Scene	Panel
25	20
	
<p>Dialogue</p> <p>AMETHYST: ...I don't dance...</p>	
<p>Notes</p> <p>Amethyst is missing star on other leg.</p>	

JUN 24 2016

1020-010

1020-010

1020-010



Scene

26

Panel

1



Dialogue

AMETHYST: ...dance like THAT

Slugging

3.00

JUN 26 2013

1020.010

1020.010

1020.010

Scene 27 Panel 1



Slugging
0.05

Scene 27 Panel 2



Dialogue
PEARL: Amethyst!

Slugging
1.09

JUN 26 2013

1020.010

1020.010

1020.010

Scene

27

Panel

CONT

3



Dialogue

STEVEN: Wowwww!! That s so cool!

Slugging

3.07

Notes

H.U. Where did Steven come from?

Scene

27

Panel

CONT

4



Action Notes

Steven OUT.

Slugging

0.04

JUN 20 2016



Scene 28 Panel 1



Action Notes

Steven IS.

Slugging

0.04

Scene 28 Panel 2



Dialogue

STEVEN: Tell me more about OPAL!

Slugging

2.02

JUN 26 2015

1020.010

1020.010

1020.010

Scene 28 Panel 3



Dialogue

AMETHYST: Well Steven, she's an Ultra-Powerful Stone-Cold Betty.

Slugging

7.06

Scene 28 Panel 4



Dialogue

AMETHYST: That part's me.

Slugging

1.15

JUN 26 2013



Scene

28

Panel

CONT

5



Dialogue

AMETHYST: And she's, like,

Slugging

Panels 5 to 7 = 3.06

Scene

28

Panel

CONT

6



Dialogue

AMETHYST: kinda

JUN 26 2017

1020.010

1020.010

1020.010



Scene

28

Panel

CONT

7



Dialogue

AMETHYST: tall.

Scene

28

Panel

CONT

8



Dialogue

PEARL: That part's Pearl.

Slugging

2.03

JUN 26 2013

1020.010

1020.010

1020.010



Scene 28 Panel 9



Dialogue

PEARL (off-screen): What Amethyst is attempting to say is...

Slugging

3.03

Scene 29 Panel 1



Dialogue

PEARL: Opal is an amalgam of our combined magical and physical attributes...

Slugging

7.00

JUN 26 2013

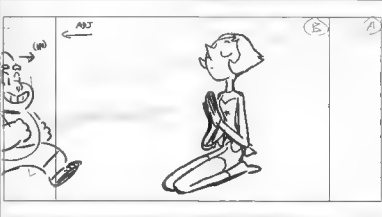
1020.010

1020.010

1020.010



Scene	Panel	
29	CONT	2
		
<p>Dialogue</p> <p>PEARL: ...fused into a single entity.</p>		
<p>Slugging</p> <p>3.13</p>		

Scene	Panel	
29	CONT	3
		
<p>Dialogue</p> <p>PEARL: ...fused into a single entity.</p>		
<p>Action Notes</p> <p>Steven IN screen left.</p>		
<p>Slugging</p> <p>Panels 1 + 2 = ADJ: 0.05</p>		
<p>JUN 26 2013</p>		

Scene

Panel

29

LAST

4



JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

29

5

← ADJ



Dialogue

STEVEN: WOW can you do it right now??

Slugging

ADJ: 0.02

Then HOLD: 1.13

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1020-010

1020-010

1020-010



Scene 29 Panel 6



Dialogue

STEVEN: Come on! Form OPAL!!

Slugging

2.04

Scene 30 Panel 1



Slugging

0.09

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1020.010

1020.010

1020.010

Scene 30 Panel 2



Slugging
0.13

Scene 30 Panel 3



Slugging
0.02

JUN 26 2013

1020.010

1020.010

1020.010

Scene 30 Panel 4



Slugging
0.04

Scene 30 Panel 5



Dialogue

AMETHYST: Piff

Action Notes

A blows hair upwards

Slugging

0.15

JUN 26 2013

1020.010

1020.010

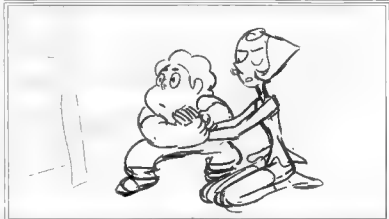
1020.010

Scene 30 **CONT** 6



Slugging
0.09

Scene 31 Panel 1



Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene 31 Panel 2



Dialogue
PEARL: We will only form Opal...

Slugging
1.10

Scene 31 Panel 3



Dialogue
PEARL: ...when Fusing absolutely...

Slugging
1.08

JUN 26 2013

1020.010

1020.010

1020.010

NO SC
32

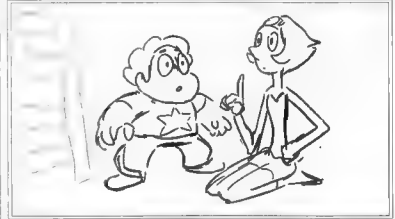
Scene 31 Panel 4
CONT



Dialogue
PEARL: ...necessary.

Slugging
1.00

Scene 31 Panel 5
CONT



Action Notes
warp pad sfx

Slugging
0.12

JUN 26 2013

1020.010

1020.010



Scene 33 Panel 1



Dialogue

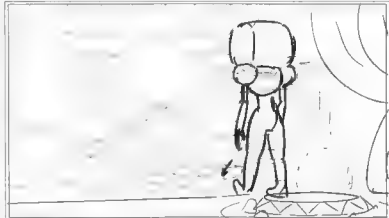
STEVEN: Garnet's back!

Slugging

3.04

* 4:11:10 - 4:11:15
 IN LIGHT EFF.
 (H.C. THER. S.H.)

Scene 34 Panel 1



Action Notes

Garnet walks down the steps.

Slugging

Panels 1 + 2 = 0.05

JUN 26 2013

1020-010

1020-010

1020-010



JUN 26 2013



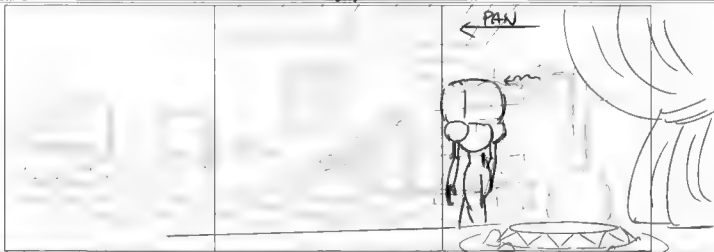
Scene

Panel

34

~~CONT~~

3



Slugging

ADJ: 0.13

JUN 26 2013

1020.010

1020.010

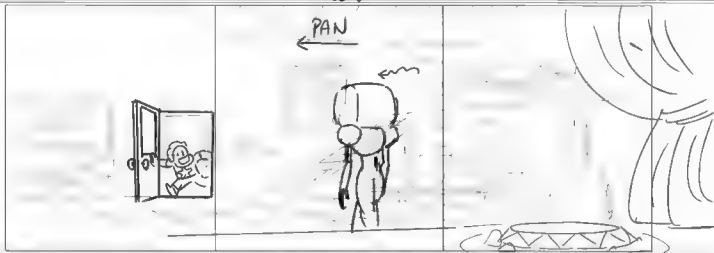
Scene

Panel

34

CONT

4



Dialogue

STEVEN: Ooo!

Action Notes

STEVEN opens the door

Slugging

Continue ADJ: 0.14

JUN 26 2013

1020.010

Scene 35 Panel 1



Slugging
0.12

Scene 35 Panel 2



Dialogue
STEVEN: Did you bring me anything?

Action Notes
Steven IN.

Slugging
Panels 2 + 3 = 2.02

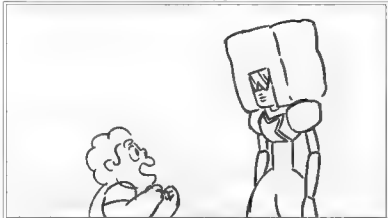
JUN 26 2013

1020.010

1020.010

010-0701

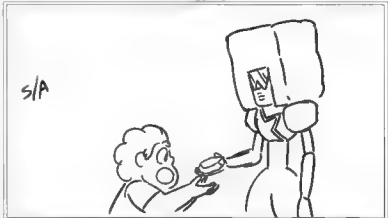
Scene 35 *CONT* Panel 3



Dialogue

STEVEN: Did you bring me anything?

Scene 35 *CONT* Panel 4



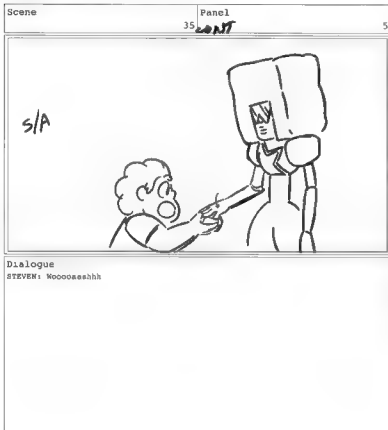
Dialogue

STEVEN: Woooooaaahhh

Slugging

Panels 4 + 5 = 1.02

JUN 26 2013

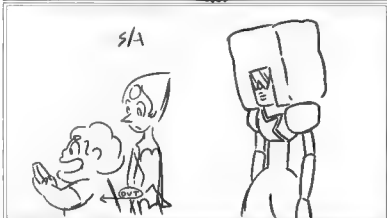


100.010

1020.010

1020.010

Scene 35 Panel 7



Dialogue

STEVEN: Thanks Gaznet!

Action Notes

Steven OUT.

Slugging

1.10

Scene 35 Panel 8



Dialogue

PEARL: So was your mission a success?

Slugging

3.04

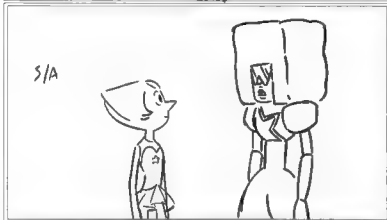
JUN 26 2013

1020.010

1020.010

1020.010

Scene 35 Panel 9



Dialogue
GARNET: Yes.

Slugging
1.02

Scene 36 Panel 1



Dialogue
GARNET: I've located the geode beetles of heaven and earth...

Slugging
4.06

JUN 26 2013

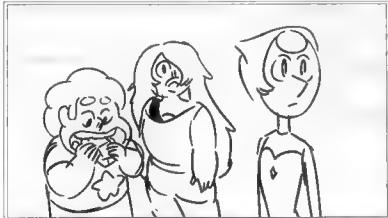
1020.010

1020.01A

1020.01A



Scene	Panel
37	1



Dialogue

GARNET (off-screen): ..we should split up to retrieve them.

Action Notes

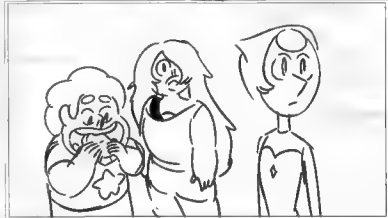
cycle steven A-B

Slugging

Panels 1 + 2 x 3 = 0.14

Total cycle frames = 3.03

Scene	Panel
37	2



JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

37

CONT

3



Dialogue

AMETHYST: Well im going with NOT pearl.

Slugging

3.09

Scene

Panel

37

CONT

4



Dialogue

PEARL: That's perfect because I don't want to go with gramatically incorrect people anyway.

Slugging

6.09

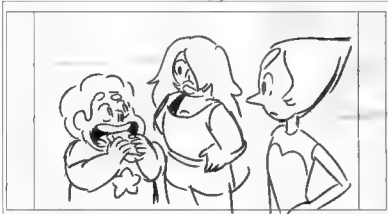
JUN 4 6 2013

1020.010

1020.010

1020.010

Scene 37 ~~cont~~ Panel 5



Dialogue

STEVEN: Is her talking about me?

** m A...*

Slugging

ADJ: 0.04

Then HOLD: 1.15

Scene 37 ~~cont~~ Panel 6



Dialogue

GARNET: You three go together...

Slugging

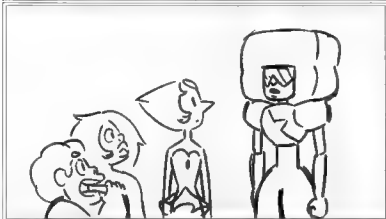
2.07

JUN 2 8 2015

1020.010

1020.010

Scene 38 Panel 1



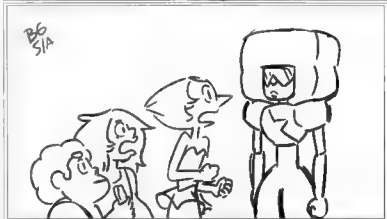
Dialogue

GARNET: ... I go alone.

Slugging

2.00

Scene 38 Panel 2



Dialogue

AMETHYST + PEARL: WHAT? WHY?

Slugging

2.08

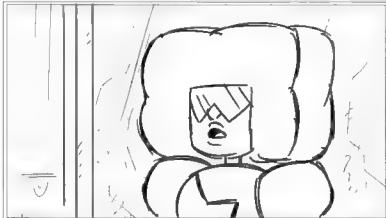
JUN 26 2013

1020-010

1020-010

1020-010

Scene 39 Panel 1



Dialogue

GARNET: The earth beetle is at the bottom of the boiling lava lake.

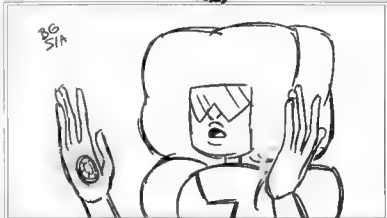
Slugging

5.00

Notes

H.U. Garnet mouth shape to previous scene.

Scene 39 Panel 2



Dialogue

GARNET: and only I can swim in lava.

Slugging

2.07

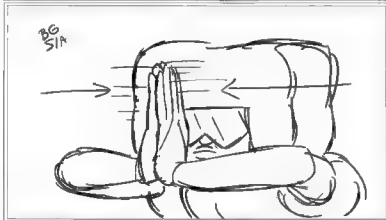
JUN 26 2013

1020.010

1020.010

1020.010

Scene 39 **CONT** Panel 3



Slugging
0.11

Scene 39 **CONT** Panel 4



Slugging
0.08

JUN 26 2013

1020.010

1020.010

1020.010

Scene 39 *cont* Panel 5



Slugging
0.14

Scene 39 *cont* Panel 6



Slugging
1.01

JUN 26 2013

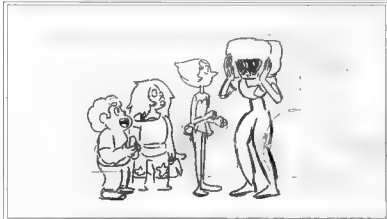
1020-010

1020-010

1020-010



Scene	Panel
40	1



Slugging
0.12

Scene	Panel
40	2



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

40 *CONT*

3



Slugging
0.04

Scene

Panel

40 *CONT*

4



Slugging
0.08

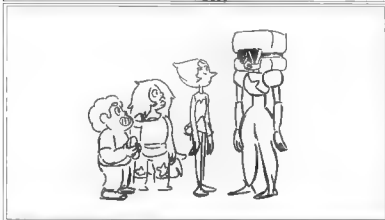
JUN 26 201

1020.010

1020.010

1020.010

Scene 40 Panel 5



Dialogue

GARNET: You'll find the heaven beetle at the top of the sky spire. It's safer.

Slugging

5.14

Scene 40 Panel 6



Dialogue

AMETHYST: You mean boringer!

Slugging

2.03

JUN 26 2015

1020.010

1020.010

1020.010

Scene 40 ~~CONT~~ Panel 7



Dialogue

PEARL: You mean 'more boring.'

Slugging

3.05

Scene 40 ~~CONT~~ Panel 8



Dialogue

AMETHYST: So you agree with me.

Slugging

1.15

JUN 26 2013

1020.010

1020.010

1020.010

Scene 40 Panel 9



Dialogue
PEARL: UGH!

Slugging
0.07

Scene 40 Panel 10



Dialogue
PEARL: C'mon you two,...

Slugging
1.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene 40 Panel 11



Dialogue

PEARL: ...let's go.

Slugging

1.03

Scene 40 Panel 12



Action Notes

Pearl OUT screen right.

Slugging

0.10

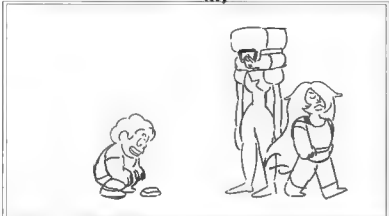
JUN 26 2013

1020.010

1020.010

1020.010

Scene 40 **cont** Panel 13



Action Notes

Amethyst OUT screen right.

Garnet looks at Steven.

Slugging

Panels 13 to 15 = 1.05

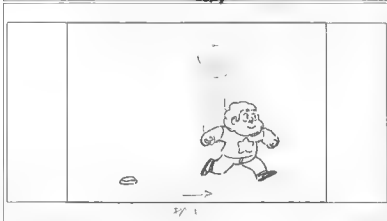
HOLD then ADJ with Steven's run OUT of screen right.

Scene 40 **cont** Panel 14



JUN 26 2013

Scene 40 Panel 15



Action Notes

Garnet head turns to follow Steven.

Scene 41 Panel 1



Slugging

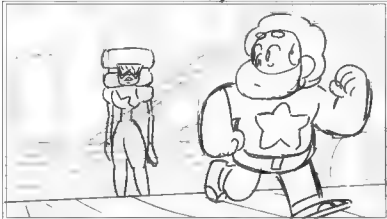
0.08

Notes

R.O. Steven to previous scene.

JUN 26 2013

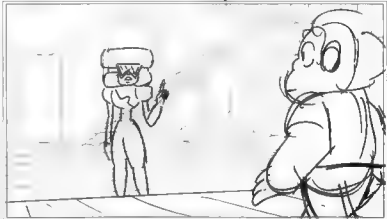
Scene 41 Panel 2



Dialogue
GARNET: Steven...

Slugging
1.05

Scene 41 Panel 3



Dialogue
GARNET: Be sure to keep the harmony.

Slugging
2.09

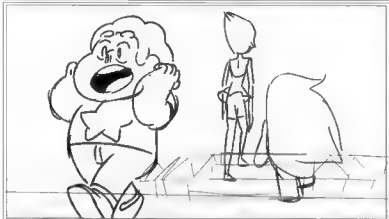
JUN 26 2015

1020.010

1020.010

1020.010

Scene 42 Panel 1



Dialogue
STEVEN: No...

Slugging
0.11

Notes
B.U. Steven to previous scene.

Scene 42 Panel 2



Dialogue
STEVEN: ...problem...

Slugging
0.09

JUN 26 2013

1020.010

1020.010

1020.010

Scene 42 Panel 3



Slugging
0.08

Scene 43 Panel 1



Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene Panel
43 CONT 2



Action Notes
Steven IN.

Slugging
0.05

Scene Panel
43 CONT 3



Dialogue

STEVEN: Today's gonna be all about...

Slugging
2.10

JUN 26 2015

1020.010

1020.010

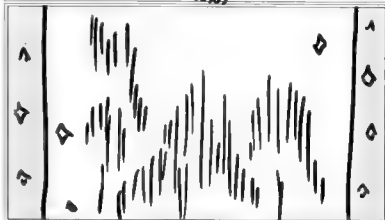
Scene 43 **CONT** Panel 4



Dialogue
STEVEN: HAAAAARRRRRHHOOOOO

Slugging
2.02

Scene 43 **CONT** Panel 5



Dialogue
STEVEN: HAAAAARRRRRHHOOOOO

Slugging
1.01

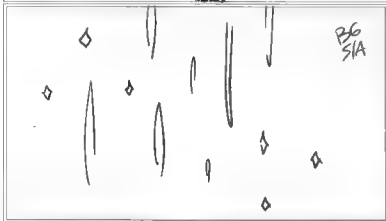
JUN 26.

1020.010

1020.010

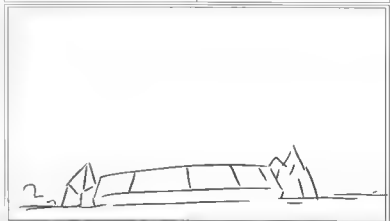
1020.010

Scene 43 Panel 6



Slugging
0.11

Scene 44 Panel 1



Slugging
0.06

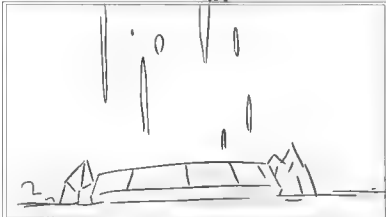
JUN 26 2015

1020.010

1020.010

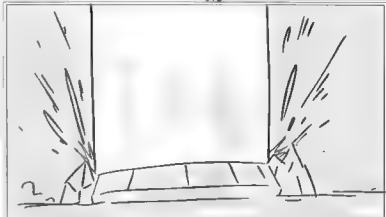
1020.010

Scene Panel
44 2



Slugging
0.06

Scene Panel
44 3



Dialogue

STEVEN: OOOOONNNNNYYYYYYYY!!!!

Slugging
0.10

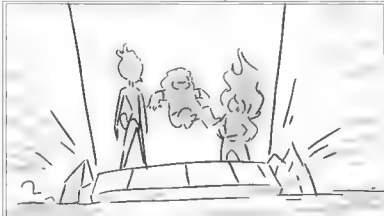
ON 26 201

1020.010

1020.010

1020.010

Scene 44 Panel 4



Dialogue
STEVEN: OOOOONNNNNYYYYYYYY!!!!

Slugging
0.06

Scene 44 Panel 5



Dialogue
STEVEN: OOOOONNNNNYYYYYYYY!!!!

Slugging
1.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 44 Panel 6



Dialogue
STEVEN: OOOOFFF

Slugging
1.04

Scene 44 Panel 7



Dialogue
AMETHYST: aaaaaaa

Slugging
1.13

JUN 26 2015

1020.010

1020.010

1020.010

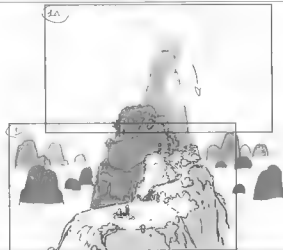


Scene

Panel

45

1



Dialogue

AMETHYST: This is gonna take us all day isn't it!

Slugging

ADJ: 3.08

Then HOLD: 0.09

JUN 26 2013

1020.010

Scene 46 Panel 1



Dialogue

STEVEN: WHOOOAAAH!

Action Notes

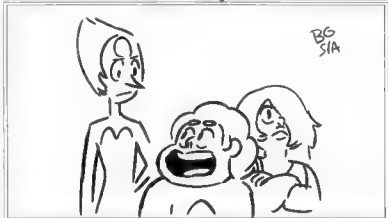
STEVEN in

Slugging

Before Steven comes IN: 0.02

Steven IN: 1.14

Scene 46 Panel 2



Dialogue

STEVEN: Is this where the Heaven beetle lives?

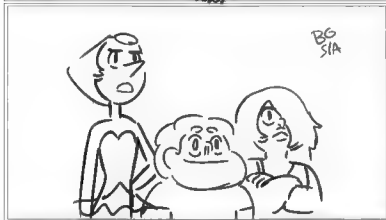
Slugging

2.12

JUN 26 2013

1020.010

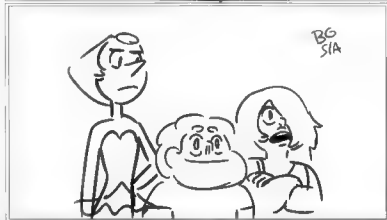
Scene Panel
46 3



Dialogue
PEARL: APPARENTLY.

Slugging
1.07

Scene Panel
46 4



Dialogue
AMETHYST: All the way at the top.

Slugging
2.13

JUN 26 2019

1020.010.

1020.010

1020.010

Scene 46 Panel 5



Dialogue
STEVEN: So... when you fuse do you turn into a

Slugging
4.10

Scene 46 Panel 6



Dialogue
STEVEN: ...giant...

Slugging
0.12

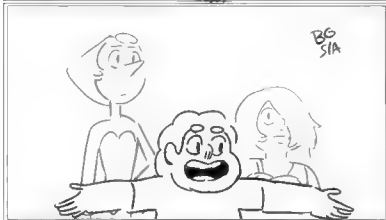
JUN 28 2013

1020.010

1020.0201

1020.010

Scene 46 Panel 7



Dialogue

STEVEN: ...giant woman...

Slugging

1.06

Scene 46 Panel 8



Dialogue

STEVEN: or just a regular sized giant woman?

Slugging

3.04

26 2013

1020.010

1020.010

1020.010

Scene

Panel

46

9



Dialogue

AMETHYST: uuuuggghhh

Slugging

0.15

Scene

Panel

47

1



Dialogue

STEVEN: Does one of you control the right arm...

Slugging

Panels 1 + 2 = 2.08

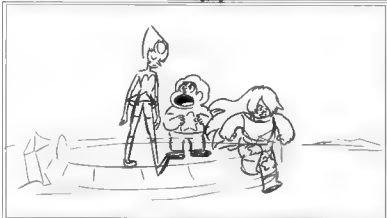
Notes

R.U. Steven, Amethyst and Pearl to the previous scene

JUN 26 2015

1020.010

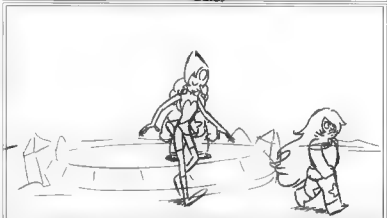
Scene Panel
47 CONT 2



Dialogue

STEVEN: Does one of you control the right arm...

Scene Panel
47 CONT 3



Dialogue

STEVEN: ...and the other...

Slugging

0.12

JUN 26 2013

1020.010

1020.010

Scene 47 Panel 4



Dialogue

STEVEN: ...control the left arm?

Action Notes

Amethyst OUT screen right.

Slugging

1.10

Scene 47 Panel 5



Dialogue

PEARL: Come on Steven.

Action Notes

Pearl OUT screen right.

Slugging

2.02

JUN 26 2013

1020.010

Scene 47 **Panel** 6



Dialogue
STEVEN: Wait!

Slugging
1.01

Scene 47 **Panel** 7



Dialogue
STEVEN: These are extremely important questions!

Slugging
3.11

JUN 26 2015

1020.010

1020.010

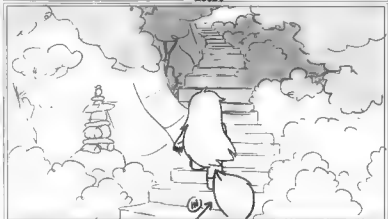
1020.010

Scene 48 Panel 1



Slugging
0.08

Scene 48 *cont* Panel 2



Action Notes
Pearl IN.

Slugging
0.08

JUN 26 2013

1020-010

1020-010



Scene 48 ~~CONT~~ Panel 3



Slugging
0.09

Scene 48 ~~CONT~~ Panel 4



Action Notes

Steven IN.

Slugging
0.14

JUN 26 2013

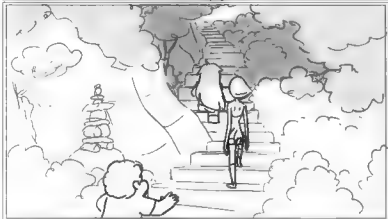
1020.010

1020.010

1020.010



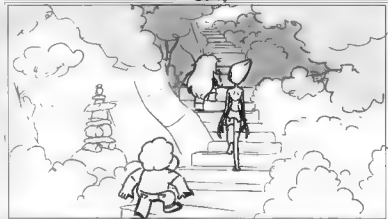
Scene 48 Panel 5



Dialogue
STEVEN: Wheew

Slugging
1.10

Scene 48 Panel 6



Dialogue
STEVEN: There sure are a lot of stairs...

Slugging
1.01

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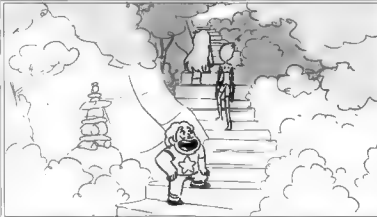
1020.010

1020.010

1020.010



Scene	Panel	
	48	<i>cont</i> 7
		
Dialogue STEVEN: ...a lot of stairs...		
Slugging 2.01		

Scene	Panel	
	48	<i>cont</i> 8
		
Dialogue STEVEN: How bout you form Opal and		
Slugging Panels 8 to 10 = 6.04		

JUN 26 2013

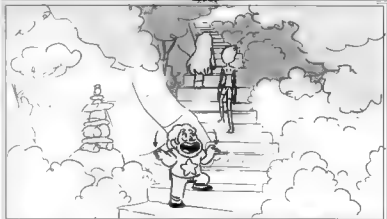
Scene 48 Panel 9



Dialogue

STEVEN: give me a

Scene 48 Panel 10



Dialogue

STEVEN: piggy back ride?

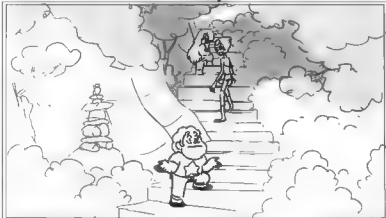
JUN 26 2013

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1020.010

Scene 48 **WNT** Panel 11



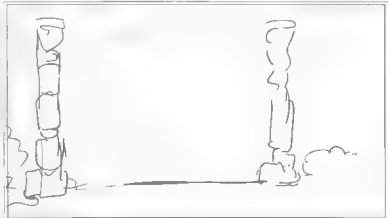
Dialogue

PEARL + AMETHYST: NOOO!

Slugging

1.08

Scene 49 Panel 1



Slugging

2.11

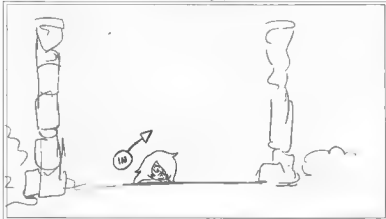
JUN 26 2013

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1020.010

Scene 49 **CONT** Panel 2



Dialogue

STEVEN: What about if you eat a Hot dog?

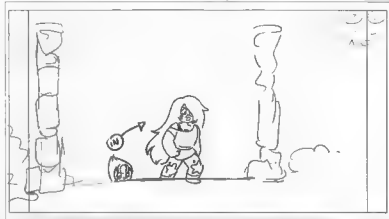
Action Notes

Amethyst IN

Slugging

1.13

Scene 49 **CONT** Panel 3



Dialogue

STEVEN: Whose stomach does it go into

Action Notes

Pearl IN

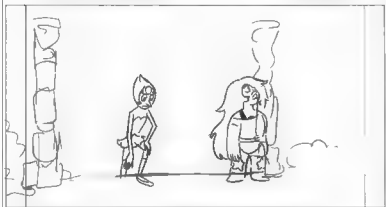
Slugging

ADJ: 1.11

ADJ from panels 3 through 4.

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Scene 49 Panel 4



Dialogue

STEVEN: or do you share the same stomach?

Slugging

ADJ: 1.09

Scene 49 Panel 5



Dialogue

STEVEN: Ha ha...

Action Notes

Steven IN

Slugging

1.08

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1020.010

1020.010



Scene 49 Panel 6



Dialogue

STEVEN: ...that would be gross!

Slugging

1.15

Scene 50 Panel 1



Action Notes

Bush shacking.

Slugging

0.04

Notes

H.U. Poses to previous scene.

JUN 26 2013

1020-010

1020-010

1020-010

Scene 50 Panel 2



Action Notes

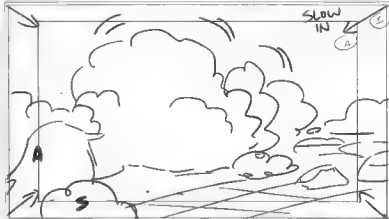
Camera pulls out reveal bush shaking.

Slugging

ADJ: 0.04

Then HOLD: 1.02

Scene 51 Panel 1



Action Notes

Camera trucks into rustling bush slowly.

Bush shaking.

Slugging

ADJ: 2.10

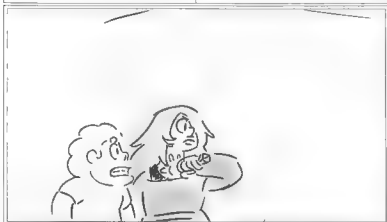
JUN 26 2013

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1020-010

1020-010

Scene 52 Panel 1



Slugging
0.06

Scene 52 Panel 2



Action Notes
Camera adjust with A as she pulls out whip

Slugging
ADJ: 0.06

ADJ through panels 2 to 3.

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1020.010

Scene Panel
52 CONT 3



Slugging
0.04

Scene Panel
52 CONT 4



Action Notes
Pearl walks IN with spear

Slugging
0.06

JUN 26 2013

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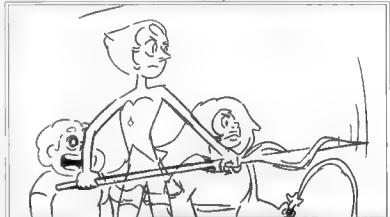
1020.010

Scene 52 Panel 5



Slugging
0.06

Scene 52 Panel 6



Slugging
1.01

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1020.010

1020.010

Scene	Panel
53	1



Action Notes
Bush shaking.

Slugging
1.10

Scene	Panel
53	2



Action Notes
Camera adjust with Steven Jr. as he comes out of bush

Slugging
ADJ: 0.07
ADJ through panels 2 to 5.

JUN 26 2013

1020.010

1020.010

1020.010

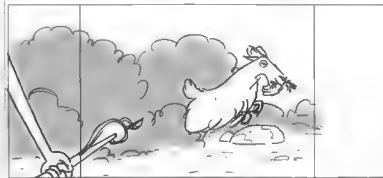


Scene 53 **cont** Panel 3



Slugging
ADJ: 0.04

Scene 53 **cont** Panel 4



Slugging
ADJ: 0.04

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1020.010

1020.010

Scene 53 **CONT** Panel 5



Slugging

ADJ: 0.05

Then HOLD: 0.10

Scene 53 **CONT** Panel 6



Dialogue

STEVEN (off-screen): GASP! LOOK OUT!

Action Notes

Goat chewing.

Slugging

1.03

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1020.010

1020.010

1020.010



Scene	Panel
	54 1



Slugging
Panels 1 to 3 = 2.10

Notes
H.U. Pearl spear to previous scene.

Scene	Panel
	54 2



Notes
H.U. Pearl spear to previous scene.

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1020.010

1020.010

Scene 54 Panel 3
CONT



Dialogue

STEVEN: Look out its a magical Goat gaurdian!

Scene 54 Panel 4
CONT



Dialogue

STEVEN: Quick you have to form Opal...

Action Notes

Camera adjust to pearl

Slugging

ADJ: 0.05

Then HOLD: 2.05

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Scene Panel
54 **CONT** 5



Dialogue

STEVEN: ...its the only way to defeat it!

Action Notes

Camera adjust to Amethyst

Slugging

ABJ: 0.05

Then ROLD: 1.14

Scene Panel
55 1



Dialogue

STEVEN: Hurry before it kills us all!

Slugging

Panels 1 + 2 = 3.02

Notes

H.U. all to previous scene.

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1020.010

1020.010

1020.010



Scene 55 Panel 2



Dialogue

STEVEN: Hurry before it kills us all!

Action Notes

Steven ducks down

Notes

H.U. all to previous scene.

Scene 55 Panel 3



Slugging

1.05

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1020.010

Scene 55 Panel 4



Slugging
0.13

Scene 55 Panel 5



Slugging
1.00

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1020.010

1020.010

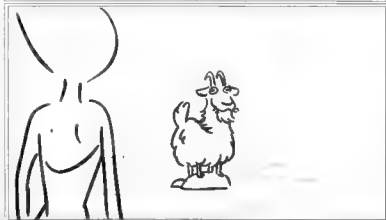
Scene 55 Panel 6



Dialogue
PEARL: (Sigh)

Slugging
1.00

Scene 56 Panel 1



Dialogue
PEARL: Steven...

Slugging
1.13

Notes
H.U. Pearl arm pose to previous scene.


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1020.010

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1020.010



Scene	Panel	
56	CONT	2
		
Dialogue PEARL: ...we only fuse for...		
Action Notes Camera ADJ screen right.		
Slugging ADJ: 2.03		

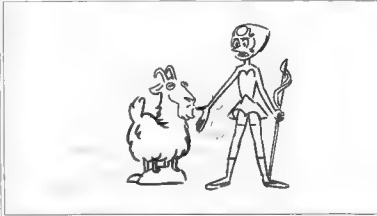
Scene	Panel	
56	CONT	3
		
Dialogue PEARL: ..deadly situations...		
Slugging 2.06		
JUN 26 2013		

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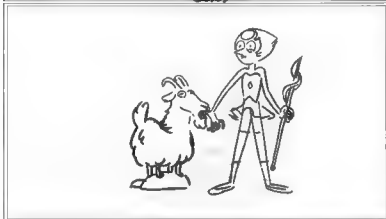
1020.010

Scene	Panel	
	56	4
		
<p>Dialogue PEARL: Does this look like...</p>		
<p>Action Notes P turns and walks backwards</p>		
<p>Slugging 1.12</p>		

Scene	Panel	
	56	5
		
<p>Dialogue PEARL: ...a deadly situation!</p>		
<p>Slugging 2.05</p>		
<p>JUN 26 2013</p>		



Scene Panel
56 *CONT* 6



Action Notes

Steven Jr. bites Pearl

Slugging

0.05

Scene Panel
56 *CONT* 7



Dialogue

PEARL: HEY!

Action Notes

Pearl pulls away

Slugging

1.09

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Scene 56 **CONT** Panel 8



Dialogue
PEARL: Bad mountain goat!

Slugging
2.01

Scene 56 **CONT** Panel 9



Dialogue
Goat bleats

Slugging
2.03

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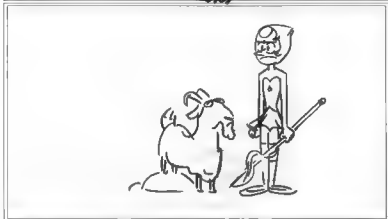
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1020.010



Scene 56 Panel 10



Dialogue

AMETHYST (off-screen): (Laughing)

Slugging

0.15

Scene 57 Panel 1



Dialogue

AMETHYST: (Laughing)

Action Notes

Amethyst Laughter

Slugging

1.00

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1020.010

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Scene 57 Panel 2



Dialogue

STEVEN: Darn it.

Action Notes

Steven slams his fists onto the ground.

Slugging

1.05

Scene 57 Panel 3



Action Notes

Camera adjust as Amethyst falls down.

Slugging

ADJ: 0.06

ADJ through 3 to 4.

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1020.010

Scene 57 Panel 4



Dialogue

STEVEN: Aww, I'm never gonna get to see Opal!

Slugging

ADJ: 0.08

Then HOLD: 4.01

Scene 58 Panel 1



Dialogue

STEVEN: (Sigh)

Action Notes

steven's hair is blowing in the wind.

Slugging

2.05

Notes

B.U. Steven's face to previous scene.s

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel	
	58	cont
Dialogue STEVEN: All I wanna do...		
Slugging 2.09		

Scene	Panel	
	58	cont
Dialogue STEVEN: ...is see you turn into...		
Slugging 1.15		

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Scene 58 Panel 4



Dialogue

STEVEN: ..a giant woman...

Slugging

2.02

Scene 58 Panel 5



Dialogue

STEVEN: ...A GIANT WOMAN!

Slugging

2.02

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1020.010

1020.010

1020.010

Scene 59 Panel 1



Dialogue

STEVEN: ...all i wanna be...

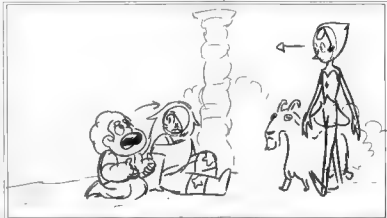
Slugging

Panels 1 + 2 = 1.11

Notes

H.U. Steven to previous scene.

Scene 59 Panel 2



Dialogue

STEVEN: ...all i wanna be...

Notes

H.U. Steven to previous scene.

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1020.010

Scene 59 *cont* Panel 3



Dialogue

STEVEN: ...is some one who gets to see...

Slugging

2.11

Scene 59 *cont* Panel 4



Dialogue

STEVEN: ...a giant woman.

Slugging

1.08

JUN 26 2013

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1020.010

Scene 60 Panel 1



Slugging
1.06

Scene 60 Panel 2



Slugging
1.13

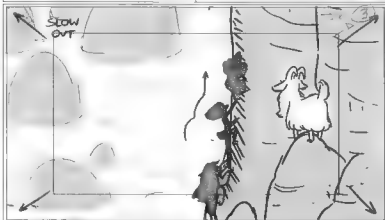
JUN 26 201

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1020.010

Scene 61 Panel 1



Dialogue

STEVEN: All I wanna do, is help you turn into,

Action Notes

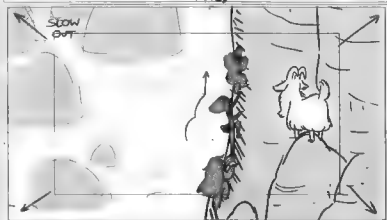
Camera trucks out as gems climb up wall.

Slugging

ADJ: 1.12

ADJ through panels 1 to 3.

Scene 61 Panel 2



Dialogue

STEVEN: All I wanna do, is help you turn into,

Slugging

ADJ: 1.15

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Scene Panel
61 *cont* 3



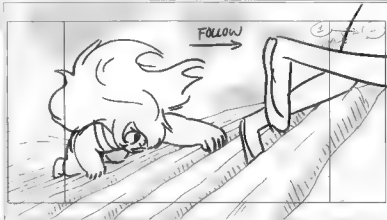
Dialogue

STEVEN: All I wanna do, is help you turn into,

Slugging

ADJ: 1.09

Scene Panel
62 1



Dialogue

STEVEN: a giant woman (a giant woman!)
All I wanna be,

Action Notes

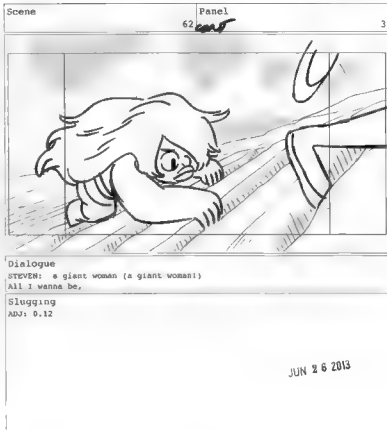
Camera adjust as A climbs up wall

Slugging

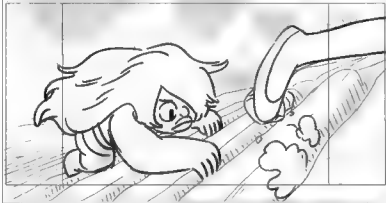
ADJ: 0.12

ADJ through panels 1 to 8.

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Scene 62 **CONT** Panel 4



Dialogue

STEVEN: a giant woman (a giant woman!)
All I wanna be,

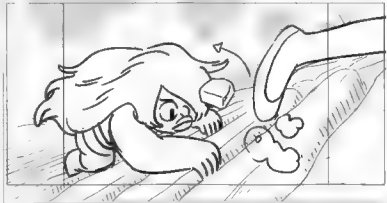
Action Notes

PEARL kicks rocks out from stone ladder

Slugging

Panels 4 to 6 - ADJ: 1.04

Scene 62 **CONT** Panel 5



Dialogue

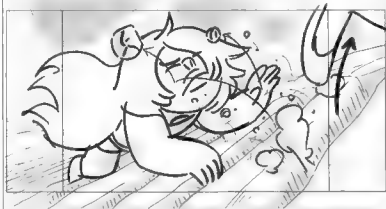
STEVEN: a giant woman (a giant woman!)
All I wanna be,

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Scene 62 **Panel** 6



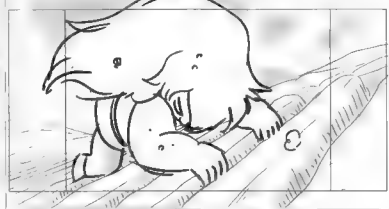
Dialogue

STEVEN: a giant woman (a giant woman!)
All I wanna be,

Action Notes

Rocks bounce off AMETHYST's face

Scene 62 **Panel** 7



Dialogue

STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging

ADJ: 1.08

JUN 26 2013

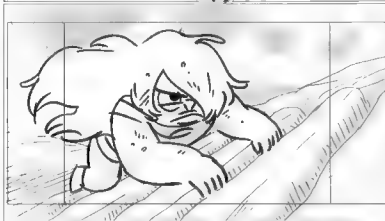
1020.010

1020.010

1020.010



Scene	Panel
62	cont



Dialogue

STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging

ADJ: 1.10

Scene	Panel
63	1



Dialogue

STEVEN: ALL I WANNA BE, IS SOMEONE WHO GETS TO SEE, A GIANT WOMAN.

Slugging

1.00

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1020.010



Scene 63 Panel 2



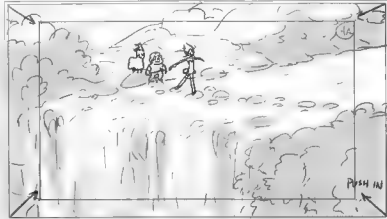
Dialogue

STEVEN: ALL I WANNA BE, IS SOMEONE WHO GETS TO SEE, A GIANT WOMAN.

Slugging

2.06

Scene 64 Panel 1



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes

Camera pushes in as Pearl walks across river

Slugging

Panel 1 + 2 = ADJ: 1.09

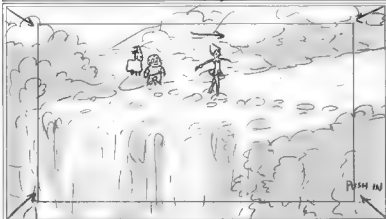
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1020.010

Scene	Panel
64	2



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes

Camera pushes in as Pearl walks across river

Scene	Panel
65	1



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging

1.02

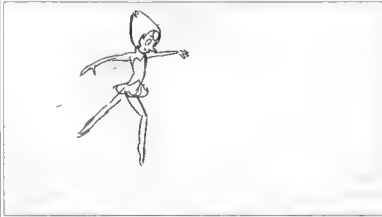
JUN 26 2013


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1020.010

1020.010



Scene	Panel	
65	<i>CONT</i>	2
		
<p>Dialogue</p> <p>STEVEN: Oh I know it'll be great, and I just can't wait To see the person you are together</p> <p>Slugging</p> <p>1.01</p>		

Scene	Panel	
65	<i>CONT</i>	3
		
<p>Dialogue</p> <p>STEVEN: Oh I know it'll be great, and I just can't wait To see the person you are together</p> <p>Slugging</p> <p>0.14</p> <p>JUN 26 2013</p>		

1020-010

1020-010

1020-010

Scene Panel
65 ~~ant~~ 4



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

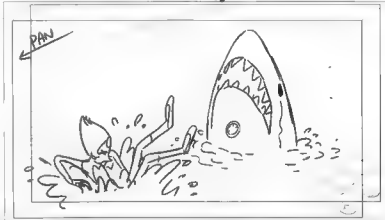
Action Notes

shark bust out of water

Slugging

0.12

Scene Panel
65 ~~ant~~ 5



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes

Camera adjust with P falling

Slugging

ADJ: 0.08
Then HOLD: 0.11

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1020.010

Scene 65 **cont** Panel 6



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes

Shark begins to transform

Slugging

0.15

Scene 65 **cont** Panel 7



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging

Panels 7 + 8 = 0.15

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Scene 65 Panel 8



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Scene 65 Panel 9



Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging

1.07

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Scene 65 Panel 10



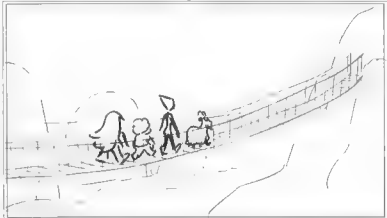
Dialogue

STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging

1.12

Scene 66 Panel 1



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

1.04

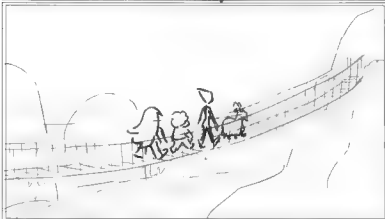
JUN 26 2013

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1020-010

Scene Panel
66 2



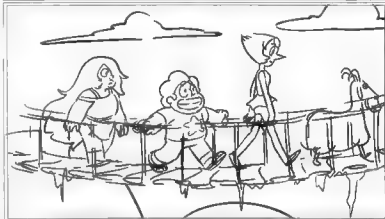
Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

1.04

Scene Panel
67 1



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

0.14

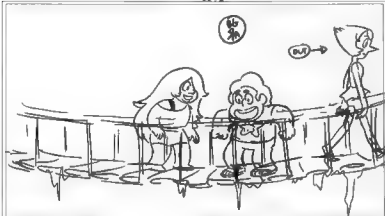
JUN 26 2013

1020-010

1020-010

1020.010

Scene 67 *cont* Panel 2



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

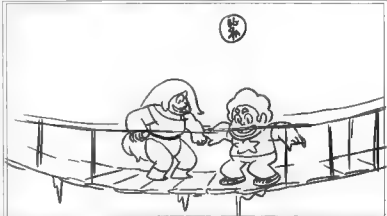
Action Notes

PEARL out

Slugging

1.03

Scene 67 *cont* Panel 3



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

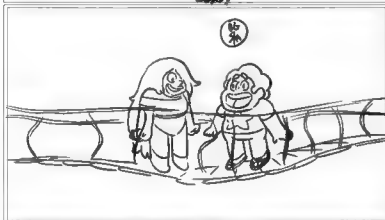
STEVEN and AMETHYST bounce on bridge

Slugging

Panels 3 to 6 = 2.02

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Scene 67 Panel 4



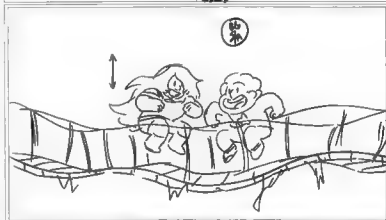
Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

STEVEN and AMETHYST bounce on bridge

Scene 67 Panel 5



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

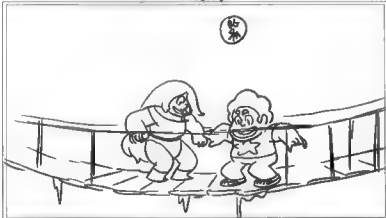
JUN 26 201

1020.010

1020.010

1020.010

Scene Panel
67 *cont* 6



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

STEVEN and AMETHYST bounce on bridge

Scene Panel
67 *cont* 7



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

STEVEN and AMETHYST bounce on bridge
Camera adjust when P runs into frame

Slugging

ADJ: 0.05
Then HOLD: 0.11

JUN 26 2015

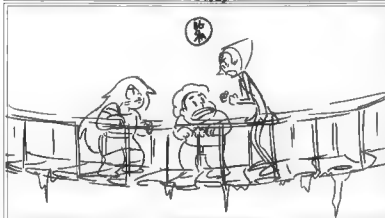
Scene

Panel

67

~~ant~~

8



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

BOUNCING stops

Slugging

0.14

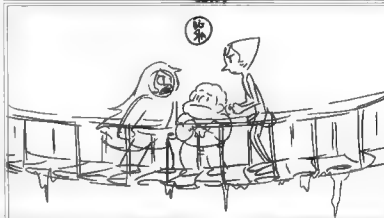
Scene

Panel

67

~~ant~~

9



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

0.12

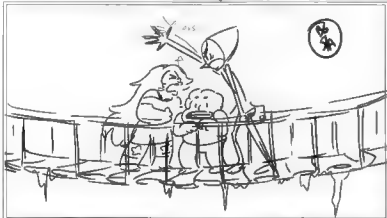
JUN 26 2013

1020.010

1020.010

1020.010

Scene 67 Panel 10



Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

1.09

Scene 68 Panel 1



Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

0.12

Notes

H.U. Steven and Amethyst post to previous scene.

JUN 26 2013

1020.010

Scene Panel
68 *ant* 2



Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

0.08

Scene Panel
68 *ant* 3



Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

1.08

JUN 26 2013

Scene 68 Panel 4



Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

1.02

Scene 68 Panel 5



Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

3.01

JUN 26 2013

Scene 69 Panel 1



Dialogue

STEVEN: But if it were me,

Slugging

1.08

Scene 69 Panel 2



Dialogue

STEVEN: But if it were me,

Slugging

0.13

JUN 26 2013

1020.010

Scene 70 Panel 1



Dialogue

STEVEN: I'd really want to be,

Action Notes

BG pane diagonal screen elft.

Slugging

1.08

Scene 70 Panel 2



Dialogue

STEVEN: a giant woman

Slugging

2.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 70 Panel 3



Dialogue

STEVEN: A GIANT WOMAN!

Slugging

2.03

Scene 71 Panel 1



Dialogue

STEVEN: All I wanna do,

Slugging

1.09

Notes

K.U. Steven to previous scene.

26 2013

1020.010

1020.010

1020.010



Scene Panel
71 ~~cont~~ 2



Dialogue

STEVEN: All I wanna do,

Slugging

1.11

Scene Panel
71 ~~cont~~ 3



Dialogue

STEVEN: ...is see you turn into,

Slugging

1.15

JUN 26 2013


1020.010

1020.010

1020.010



Scene	Panel	
	71	4
		
Dialogue		
STEVEN:a giant woman!		
Slugging		
3.01		

Scene	Panel	
	71	5
		
Dialogue		
Goat Bleat		
Slugging		
1.11		
JUN 26 2013		


1020.010

1020.010

1020.010



Scene	Panel
72	1



Dialogue
Goat: MAHHH!

Slugging
0.15

Notes
H.U. to previous scene.

Scene	Panel
72	2



Slugging
Panels 2 + 3 = 0.10

JUN 26 2019


1020.010

1020.010

1020.010



Scene	Panel
72	CONT



Dialogue

Goat: MAHHH!

Scene	Panel
72	CONT



Dialogue

Goat: MAHHH!

Action Notes

Steven Jr. jumps OUT of frame

Slugging

0.10

JUN 26 2015

1020-010

1020-010

1020-010

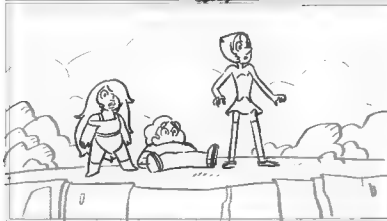


Scene

Panel

72

5



Slugging
0.11

JUN 26 2013

1020.010

1020.010

1020.010

Scene

73

Panel

1



Action Notes

Camera pans as Steven Jr. jumps rock to rock

Slugging

ADJ: 0.06

ADJ panels 1 through 8 = 3.00

JUN 26 2015

1020.010

1020.010

1020.010



Scene

Panel

73

cast

2



Action Notes

The rocks slightly descend and rotate as goat lands on them

Slugging

ADJ: 0.06

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

73

3



Slugging

ADJ: 0.06

JUN 26 2019

1020.010

1020.010

1020.010

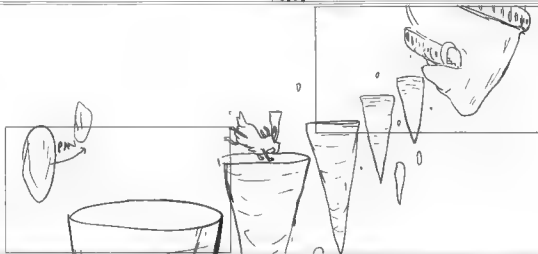


Scene

Panel

73 *cont*

4



Slugging

ADJ: 0.06

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

73

5



Slugging

ADJ: 0.06

JUN 26 2013

1020.010

1020.010



Scene

Panel

73

6



Slugging

ADJ: 0.06

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

73

cont

7



Slugging

ADJ: 0.06

JUN 26 2013

1020.010

1020.010



Scene

Panel

73

hand

8



Slugging

ADJ: 0.06

JUN 26 2012

1020.010

1020.010



Scene

Panel

73

cont

9



Slugging

0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

73

10

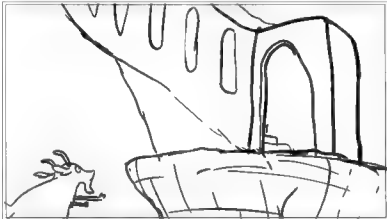
Slugging
0.06

JUN 26 2013

1020.010

1020.010

Scene 74 Panel 1



Slugging
0.05

Scene 74 Panel 2



Slugging
0.05

JUN 26 2013

1020-010

1020-010

1020-010



JUN 26 2013

1020.010

1020.010

1020.010

Scene 75 Panel 1



Dialogue
STEVEN: Wait up, Steven Jr.!

Slugging
2.03

Scene 75 Panel 2



Dialogue
STEVEN: We'll be right-

Slugging
Panels 3 + 4 = 1.12

JUN 26 2017

1020-010



Scene	Panel	
75	CONT	3



Dialogue

STEVEN: - there!

Scene	Panel	
75	CONT	4



Dialogue

PEARL: wait!

Action Notes

Camera adjust to Pearl as she catches Steven.

Slugging

ADJ: 0.05

Then HOLD: 0.10

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

75

5



Dialogue

PEARL: Steven, I'm not sure you can make those jumps.

Slugging

3.14

Scene

Panel

76

1



Dialogue

PEARL: One misstep and you'll fall to your death!

Action Notes

Camera slowly pulls out

Slugging

ADJ: 3.12

JUN 26 2013

1020-010

1020-010

1020-010

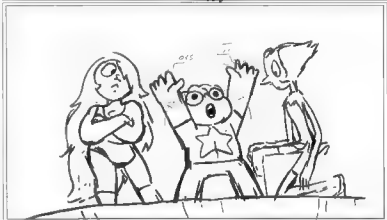
Scene 77 Panel 1



Action Notes
START POSE

Slugging
0.04

Scene 77 Panel 2



Dialogue
STEVEN: OH!

Slugging
Panels 2 + 3 = 3.14

JUN 26 2013

1020.010

1020.010

1020.010

Scene 77 **CONT** Panel 3



Dialogue

STEVEN: You should form Opal,

Scene 77 **CONT** Panel 4



Dialogue

STEVEN: and then lay across the rocks like a bridge!

Slugging

2.15

JUN 26 2011

1020.010

1020.010

1020.010

Scene Panel
77 CONT 5



Action Notes
Amethyst and Pearl look at each other briefly.

Slugging
0.14

Scene Panel
77 CONT 6



Action Notes
Amethyst and Pearl look at each other briefly.

Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 77 Panel 77 *CONT* 7



Dialogue

PEARL: We don't need Opal to get accross.

Slugging

3.10

Scene 77 Panel 77 *CONT* 8



Dialogue

STEVEN: Can you do it anyway?

Slugging

Panels 8 + 9 = 6.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 77 *ant* Panel 9



Dialogue

STEVEN: PLEEEASE?? It would be easier wouldn't it?

Scene 77 *ant* Panel 10



Slugging

0.05

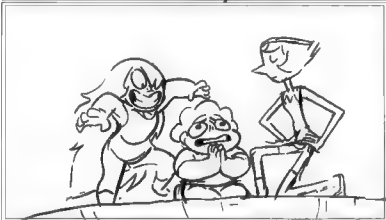
JUN 26 2011

1020.010

1020.010

1020.010

Scene 77 *cont* Panel 11



Slugging
0.05

Scene 77 *cont* Panel 12



Dialogue
AMETHYST: Not as easy

Slugging
0.15

JUN 26 2015

1020.010

1020.010

1020.010

Scene 77 Panel 13



Slugging

ADJ: 0.08

ADJ through panels 13 + 14.

Scene 77 Panel 14



Dialogue

AMETHYST. AS THIS:

Action Notes

Camera pulls out as Amethyst lifts Steven up.

Slugging

ADJ: 0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 77 **CONT** Panel 15



Slugging
0.05

Scene 77 **CONT** Panel 16



Dialogue
AMETHYST: STEVEN!

Action Notes
camera adjust with Steven flying OUT of frame.

Slugging
ADJ: 0.06
Then HOLD: 0.14

JUN 26 2015

1020.010

1020.010

1020.010

Scene 78 Panel 1



Action Notes
Steven thrown IN screen left.

Slugging
Panels 1 + 2 = 0.05

Scene 78 Panel 2



Action Notes
Steven falls down towards the rock.

JUN 26 2015

1020.010

1020.010

1020.010

Scene 78 Panel 3



Action Notes

Steven lands on rock platform and rock is shaking.

Slugging

0.05

Scene 78 Panel 4



Action Notes

Amethyst IN - jumps towards the rock.

The rock is tipping forward - Steven is losing his balance.

Slugging

0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 78 Panel 5



Action Notes
Amethyst lands - balancing the rock.

Slugging
0.05

Scene 78 Panel 6



Slugging
0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 78 Panel 7



Slugging
0.05

Scene 78 Panel 8



Slugging
0.05

JUN 26 2017

1020.010

1020.010

1020.010

Scene

78

Panel

CONT

9



Slugging

0.13

Scene

78

Panel

CONT

10



Dialogue

STEVEN: Now Amethyst, that was a really good idea!!

Slugging

5.02

JUN 20 2016

Scene

Panel

78 *CONT*

11



Dialogue

AMETHYST: I know...

Slugging

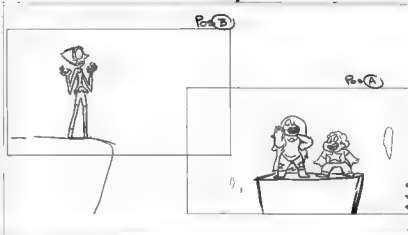
0.08

Scene

Panel

78 *CONT*

12



Dialogue

AMETHYST: ... I'm full of 'em.

Action Notes

Camera adjust to Pearl

Pearl Twitches Slightly

Slugging

ADJ: 0.08

Then HOLD: 1.10

JUN 26 2013

1020.010

Scene

Panel

78 *cont*

13

Scene

Panel

79

1



Dialogue

PEARL: OOW!

Slugging

1.10



Dialogue

STEVEN: Aww... come on Pearl, it's safe!

Slugging

3.14



JUN 26 2013

1020-010

Scene

Panel

79 *const*

2



Dialogue

STEVEN: Just look!

Slugging

1.08

Scene

Panel

80

1



Action Notes

Pearl and Steven teeter on the rock platform.

Slugging

0.08



JUN 26 2013

1020.010

1020.010

1020.010

Scene 80 Panel 2



Slugging
0.08

Scene 80 Panel 3



Slugging
0.08

JUN 26 2013

1020.010

1020.010

1020.010



Slugging
0.05



Slugging
0.07

JUN 26 2019

1020.010

1020.010

1020.010

Scene 80 Panel 6



Action Notes

Amethyst jumps down hard and flings Steven off the rock.

Slugging

0.07

Scene 80 Panel 7



Action Notes

Steven falls OUT of frame.

Slugging

0.10

JUN 28 2011

1020.010

1020.010

1020.010

Scene 81 Panel 1



Dialogue
AMETHYST: GRRH!!

Slugging
0.11

Scene 81 Panel 2



Slugging
0.05

JUN 26 2012

1020.010

1020.010

1020.010

Scene	Panel
82	1



Dialogue
PEARL: GAAH!!

Slugging
1.06

Scene	Panel
82	2



Slugging
0.07

JUN 26 2013

1020.010

1020.010

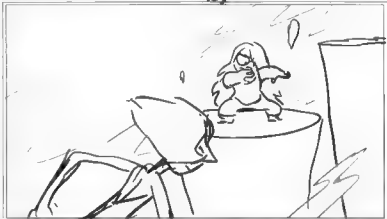
1020.010

Scene 83 Panel 1



Slugging
0.13

Scene 83 Panel 2



Slugging
0.05

N 26 2013

1020.010

1020.010

1020.010

Scene 84 Panel 1



Action Notes

BG pan UP.

Slugging

0.06

Scene 84 Panel 2



Action Notes

BG pan UP.

Slugging

0.10

26 2013

1020.010

1020.010

1020.010

Scene 84 ~~cont~~ Panel 3

Action Notes

BG pan UP.

Steven OUT.

Slugging

0.02

Scene 84 ~~cont~~ Panel 4

Action Notes

BG pan UP.

Slugging

0.05

JUN 26 2013

1020-010

1020-010

1020-010

Scene 84 Panel 5



Slugging
0.06

Scene 84 Panel 6



Action Notes
BG pan UP.

Pearl jumps towards the camera.

Slugging
0.04

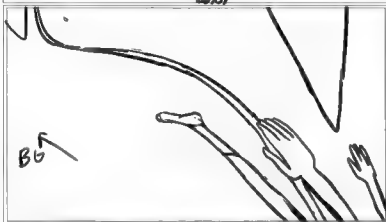
JUN 26 2013

1020.010

1020.010

1020.010

Scene 84 Panel 7



Action Notes
Pearl falls OUT below the camera.

Slugging
0.04

Scene 84 Panel 8



Action Notes
BG pan UP.

Slugging
0.04

JUN 26 2015

1020.010

1020.010

1020.010

Scene

Panel

84 CONT

9



Slugging
0.06

Scene

Panel

84 CONT

10



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

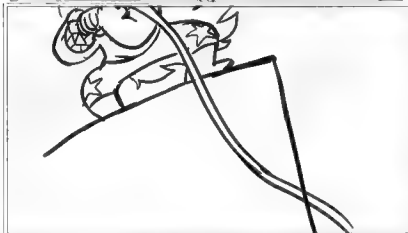
NO SC'S
85-86

Scene

Panel

84 CONT

11



Slugging
0.04

Scene

Panel

84 CONT

12



Pcs B

Pcs A

Action Notes
Camera adjust to Amethyst.
Slugging
ADJ: 0.05
Then HOLD: 0.12

JUN 26 2013

1020.010

1020.010

1020.010

Scene 87 Panel 1



Action Notes
BG pan UP.

Slugging
0.06

Scene 87 Panel 2



Action Notes
BG pan UP.

Slugging
0.06

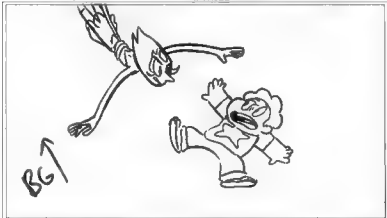
JUN 26 2013

1020.010

1020.010

1020.010

Scene 87 **CONT** Panel 3



Action Notes

BG pan UP.

Pearl IN - Steven looks at Pearl.

Slugging

0.04

Scene 87 **CONT** Panel 4



Action Notes

BG pan UP.

Slugging

0.05

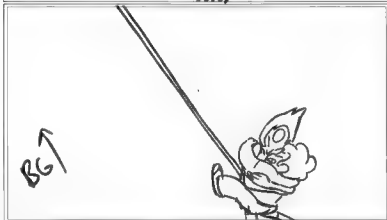
JUN 26 2015

1020.010

1020.010

1020.010

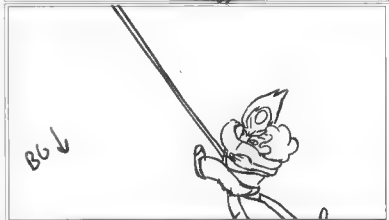
Scene 87 ~~CONT~~ Panel 5



Action Notes
background slows to a stop

Slugging
0.04

Scene 87 ~~CONT~~ Panel 6



Action Notes
background reverses direction - Pans down.

Slugging
0.02

JUN 26 2013

1020.010

1020.010

1020.010

Scene 87 Panel 7



Slugging
0.04

Scene 87 Panel 8



Slugging
0.08

JUN 26 2013

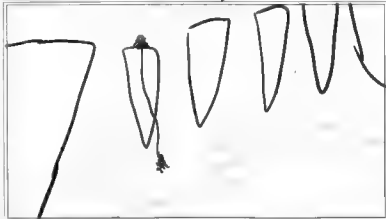
Scene 88 Panel 1



Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.06

Scene 88 Panel 2



Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.04

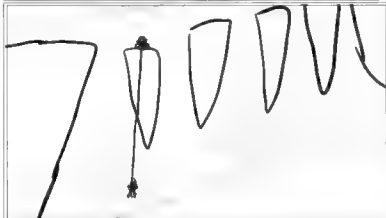
JUN 26 2013

1020.010

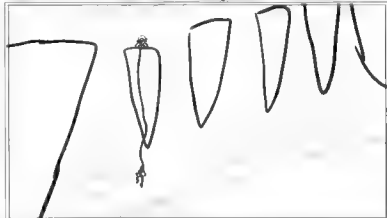
1020.010

1020.010

Scene 88 Panel 3

Dialogue
AMETHYST: Rrrrrrghh..Slugging
0.06

Scene 88 Panel 4

Dialogue
AMETHYST: Rrrrrrghh..Slugging
0.05

JUN 26 2015

1020.010

1020.010

1020.010

Scene 89 Panel 1



Dialogue
AMETHYST: Rrrrrghh..

Slugging
0.05

Scene 89 Panel 2



Dialogue
AMETHYST: Rrrrrghh..

Slugging
0.12

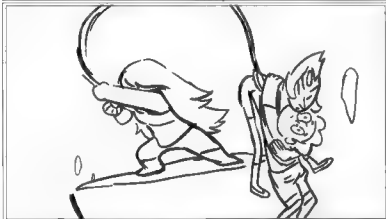
JUN 26 2013

1020.010

1020.010

1020.010

Scene 89 **CONT** Panel 3



Action Notes
Pearl and Steven IN from bottom.

Slugging
0.05

Scene 89 **CONT** Panel 4



Action Notes
Pearl and Steven OUT top then both fall down on the rock.

Slugging
0.08

JUN 26 2013

1020.010

1020.010

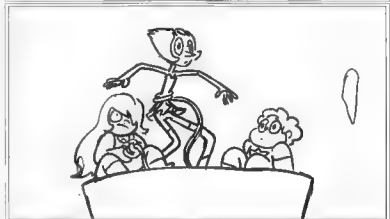
1020.010

Scene 89 Panel 5



Slugging
0.05

Scene 89 Panel 6



Slugging
1.04

JUN 26 2013

1020.010

1020.010

1020.010



Scene

Panel

90

1



Dialogue

STEVEN: That was so cool how you worked together!

Slugging

3.05

Notes

H.U. Steven to previous scene.

Scene

Panel

91

1



Dialogue

STEVEN: We didn't even need Opal!

Slugging

2.02

JUN 26 2017

1020.010

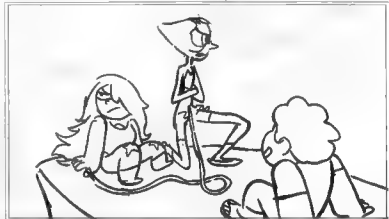
1020.010

Scene 91 Panel 2



Slugging
1.02

Scene 91 Panel 3



Slugging
1.05

JUN 26 2013

1020.010

1020.010

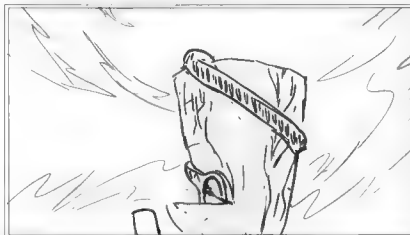
1020.010

Scene

Panel

92

1



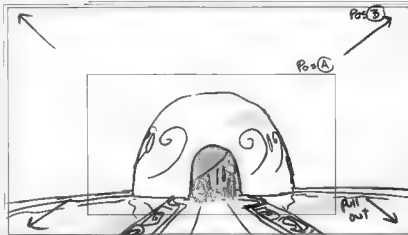
Slugging
3.06

Scene

Panel

93

1



Dialogue

STEVEN: I CAN'T FEEL MY LEGS ANYMORE.

Action Notes

Widen to s

Slugging

Panels 1 + 2 =

ADJ: 3.01

Then BOLD: 2.06

JUN 26 2013

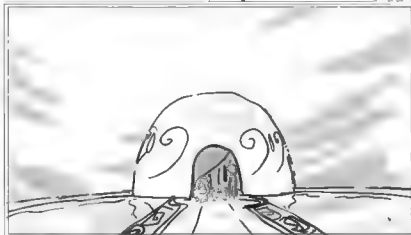
1020.010

Scene

Panel

93 *cont*

2



Action Notes

Clouds and their casted shadows are drifting slowly throughout this scene

Scene

Panel

94

1



Dialogue

STEVEN: Why don't we just... stand here...

Slugging

1.13



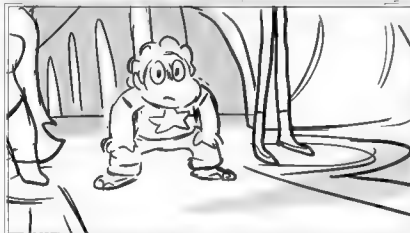
JUN 26 2013

Scene

Panel

94 *cont*

2



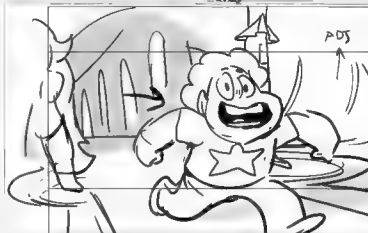
Slugging
0.15

Scene

Panel

94 *cont*

3



Dialogue

STEVEN: Hey look at that!

Action Notes

Adjust camera up

Slugging

ADJ: 0.05

Then HOLD: 1.00

JUN 26 2016

1020.010

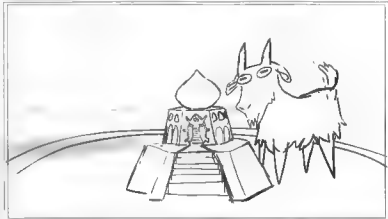
Scene 94 Panel 4



Action Notes
Steven runs off OUT.

Slugging
0.11

Scene 95 Panel 1



Action Notes
Steven Jr stands next to temple.

Slugging
0.04

JUN 20 2013

1020.010

1020.010

1020.010

Scene 95 Panel 2



Dialogue

STEVEN: It's a tiny temple!

Action Notes

Steven runs IN scene.

Slugging

Panels 2 + 3 = 3.01

Scene 95 Panel 3

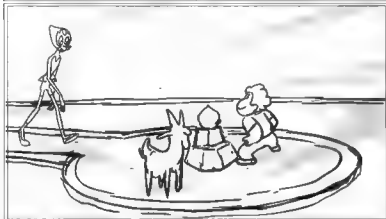


Dialogue

STEVEN: It's a tiny temple!

JUN 20 2015

Scene 96 Panel 1



Dialogue

PEARL: It's just where Garnet said it would be.

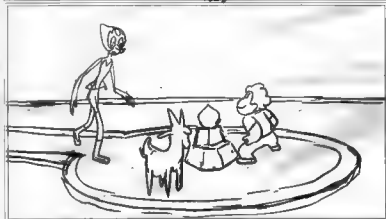
Action Notes

Pearl approaches temple..

Slugging

Panels 1 to 4 = 3.10

Scene 96 Panel 2



Dialogue

PEARL: It's just where Garnet said it would be.

JUN 26 2011

1020.010

1020.010

1020.010



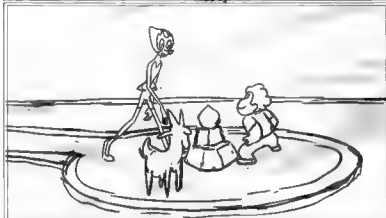
Scene

Panel

96

CONT

3



Dialogue

PEARL: It's just where Garnet said it would be.

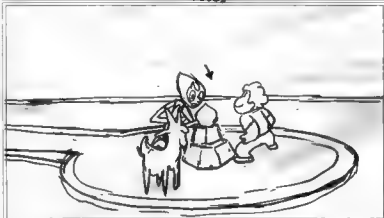
Scene

Panel

96

CONT

4



Action Notes

and kneels in front of temple.

JUN 26 2013

1020.010

1020.010

1020.010



Scene

97

Panel

1



Slugging

0.13

Scene

97

Panel

2



Slugging

2.00

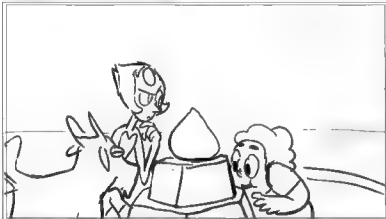
JUN 26 2013

1020.010

1020.010

1020.010

Scene 98 Panel 1



Dialogue

STEVEN: Haha! Check it out!

Slugging

2.06

Scene 99 Panel 1



Dialogue

STEVEN: It's even got a tiny beetle bedroom!

Slugging

Panel 1 + 2 = 2.15

JUN 26 2012

1020.010

1020.010

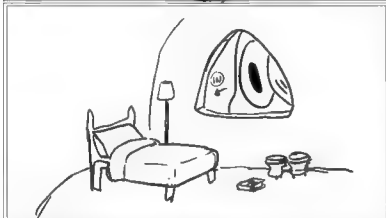
1020.010

Scene

Panel

99

2



Dialogue

STEVEN: It's even got a tiny beetle bedroom!

Action Notes

Steven looks into window of temple.

Scene

Panel

99

3



Slugging

0.07

JUN 26 2013

1020.010

1020.010

1020.010

Scene 99 ~~WNT~~ Panel 4



Dialogue

STEVEN: And little beetle bongos!

Slugging

Panels 4 + 5 = 5.05

Scene 99 ~~WNT~~ Panel 5



Dialogue

STEVEN: And a little beetle baby book!

JUN 26 2013

1020.010

1020.010

1020.010

Scene 99 *cont* Panel 6



Action Notes

Pearl pushes Steven out of the way to look inside

Slugging

0.07

Scene 99 *cont* Panel 7



Dialogue

PEARL: But where s...

Action Notes

Pearl pushes Steven aside and looks into window of temple.

Slugging

1.02

JUN 26 2013

1020.010

1020.010

1020.010

Scene 99 ~~Panel~~ 8



Slugging
0.05

Scene 99 ~~Panel~~ 9



Dialogue
PEARL: the BEETLE?

Slugging
0.14

JUN 26 2016

1020-010

1020-010

1020-010

Scene

Panel

99

CONT

10



Slugging

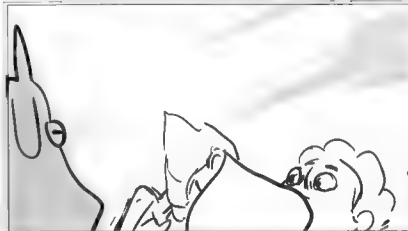
0.09

Scene

Panel

100

1



Slugging

0.05

JUN 26 2013

1020.010

Scene 100 Panel 2
CONT



Dialogue
PEARL: It's supposed to be here!

Slugging
1.11

Scene 100 Panel 3
CONT



Dialogue
PEARL: The Heaven Beetle wouldn't leave, would it?

Slugging
3.11

JUN 26 2013

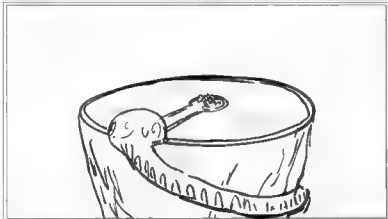
1020.010

1020.010

1020.010



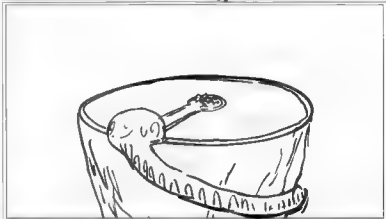
Scene	Panel
101	1



Dialogue
PEARL: OOH!

Slugging
0.07

Scene	Panel
101	2



Dialogue
PEARL: It could be anywhere! *frustrated*

Slugging
3.04

JUN 26 2013

1020.010

1020.010

1020.010



Scene 102 Panel 1



Dialogue

PEARL (off-screen): This is all wrong!

Slugging

1.14

Scene 102 Panel 2



Dialogue

AMETHYST: (heh)

Slugging

Panel 2 to 4 = 6.06

JUN 26 2013

1020.010

Scene 102 Panel 3



Dialogue

AMETHYST: Maybe you should freak out some more.

Scene 102 Panel 4



Dialogue

AMETHYST: That's really gonna help us find it.

JUN 26 2013

1020-010

1020-010

1020-010

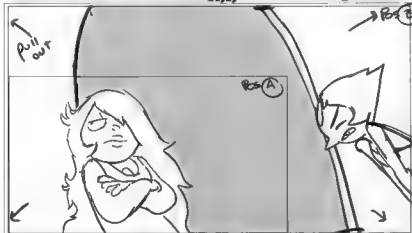
Scene

Panel

102

cont

5



Action Notes

Pull out as Pearl enters scene.

Slugging

ADJ: 0.05

Scene

Panel

102

cont

6



Dialogue

PEARL: I can't believe your attitude Amethyst!

Action Notes

Pearl and Amethyst argue.

Slugging

Panels 6 to 8 = 7.07

JUN 26 2013

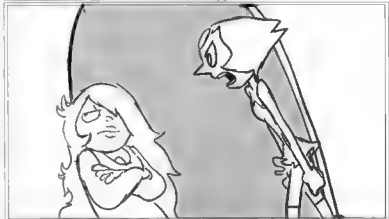
1020.010

Scene 102 Panel 7



Dialogue
PEARL: And now you're just slouching over here

Scene 102 Panel 8



Dialogue
PEARL: doing nothing!

JUN 26 2013

1020.010

1020.010

1020.010

Scene 102 ~~CONT~~ Panel 9



Dialogue
doing nothing! AMETHYST: Hey it's not my fault the beetle isn't there!

Slugging
4.07

Scene 103 Panel 1



Dialogue
AMETHYST (off-screen): Why do you have to make things worse by squawking at me?

Action Notes
Steven and Steven Jr watch Pearl and Amethyst argue.

Slugging
Panels 1 to 6 = 3.14

1.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 103 Panel 2



Slugging
1.07

Scene 103 Panel 3



Action Notes
Shadow passes behind STEVEN and STEVEN Jr.

Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010



Scene

103

Panel

~~WNT~~

4



Slugging

0.06

Scene

103

Panel

~~WNT~~

5



Slugging

0.06

JUN 26 2013

1020.010

1020.010

1020.010

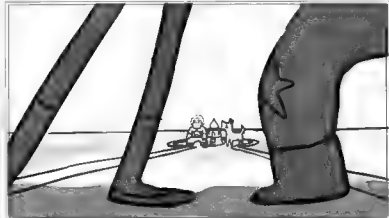
Scene 103 Panel 6



Dialogue
PEARL (off-screen): I don't squawk!

Slugging
1.02

Scene 104 Panel 1



Dialogue
AMETHYST: Ya you're squawking!

Slugging
1.00

JUN 26 2013

1020.010

1020.010

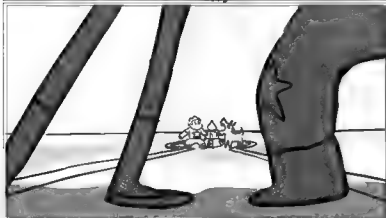
1020.010

Scene

104

Panel

2



Dialogue

PEARL + AMETHYST: "Arguing"

AMETHYST: And commenting on my posture!

STEVEN Jr: Bleating for a beat

Action Notes

Steven Jr begins to get bleat.

Slugging

1.12

Scene

105

Panel

1



Dialogue

STEVEN Jr: BARRR

Slugging

0.13

Notes

Hook up Steven to previous scene.

JUN 20 2013

1020.010

1020.010

1020.010

Scene 105 Panel 2



Dialogue

STEVEN Jr: BRRAAAHHHH!!

Slugging

0.11

Scene 106 Panel 1



Dialogue

STEVEN Jr: BRRAAAHHHH!!

Slugging

1.00

JUN 26 2013

1020.010

1020.010

1020.010

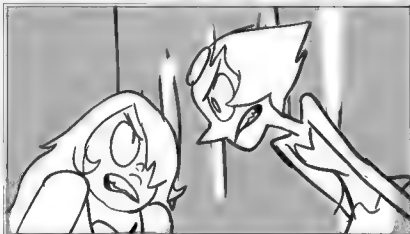


Scene

Panel

107

1



Dialogue

AMETHYST: <ARGUING>

PEARL: squawk squawk!

Slugging

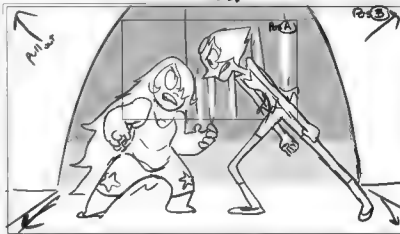
0.11

Scene

Panel

107 CONT

2



Action Notes

Widen to for Steven to enter scene.

Slugging

ADJ: 0.05

Then HOLD: 0.02

JUN 26 2013

1020.010

1020.010

1020.010



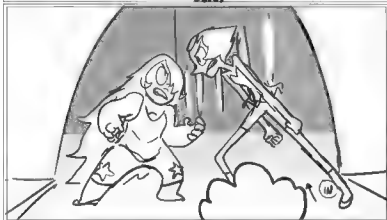
Scene

107

Panel

CONT

3



Action Notes

Steven IN.

Slugging

0.04

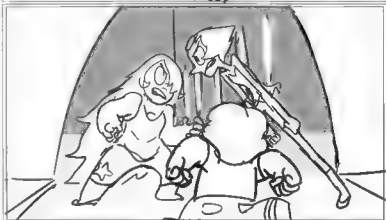
Scene

107

Panel

CONT

4



Slugging

Panels 4 to 8 = 4.08

26 2813

1020.010

1020.010



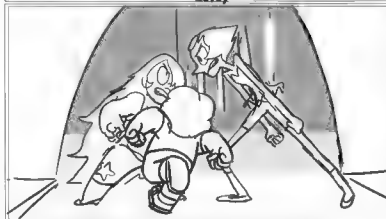
Scene

Panel

107

cont

5



Scene

Panel

107

cont

6



JUN 26 2013

1020.010

1020.010

1020.010



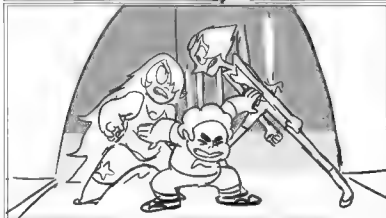
Scene

Panel

107

CUT

7



Scene

Panel

107

CUT

8



Dialogue

STEVEN: Hey cut it out! You're scaring Steven Jr.!

Action Notes

Steven gets between Amethyst and Pearl to stop them from fighting.

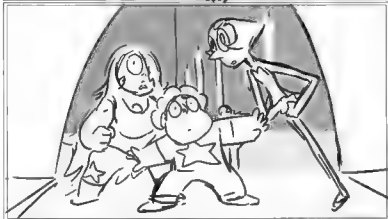
JUN 26 2013

1020.010

1020.010

1020.010

Scene 107 Panel 9



Dialogue

Bird: SKRRRAAAHHKK!!

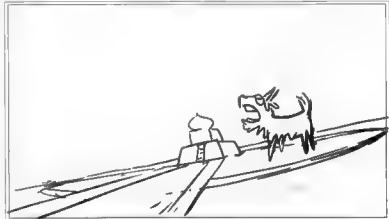
Action Notes

Gems turn as they hear bird screech o.s.

Slugging

1.04

Scene 108 Panel 1



Dialogue

STEVEN Jr.) Braah! Brrraaseah!!

Slugging

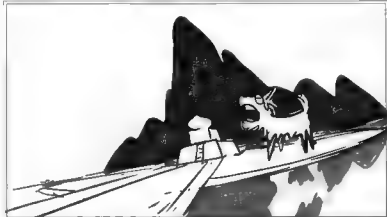
0.11

JUN 26 2013

1020-010

1020-010

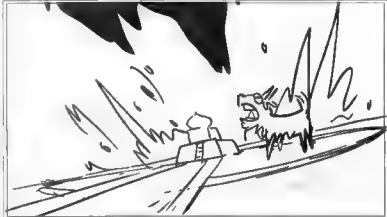
Scene 108 Panel 2



Action Notes
Bird flies through scene in a blur.

Slugging
0.04

Scene 108 Panel 3



Slugging
0.05

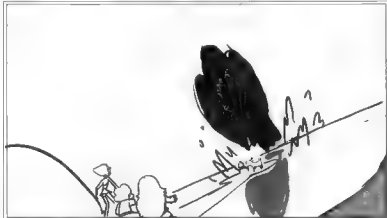
JUN 26 2013

1020.010

1020.010

1020.010

Scene 109 Panel 1



Slugging
0.04

Scene 109 Panel 2



Action Notes
Gems watch as bird extends its wings...

Slugging
0.06

JUN 26 2013

1020-010

1020-010

1020-010

Scene 109 *cont* Panel 3



Action Notes

Bird's flapping disrupts water

Slugging

0.09

Scene 109 *cont* Panel 4



Slugging

1.07

Notes

STEVEN Jr. Turns around, yipping.

JUN 28 2011

1020-010

1020-010

1020.010

Scene 110 Panel 1



Dialogue

STEVEN: *GASP*

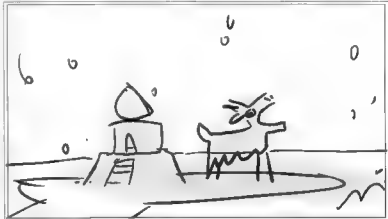
AMETHYST: *GASP*

PEARL: *GASP*

Slugging

1.04

Scene 111 Panel 1



Dialogue

STEVEN Jr: MAHHHHHHHHH (one long bleat)

Slugging

1.03

JUN 26 2013

1020.016

1020.010

1020.010

Scene 111 Panel 2



Action Notes

Bird's beak enters scene..

Slugging

0.04

Notes

Steven Jr has switched sides compared to previous scene.

Scene 111 Panel 3



Action Notes

and eats Steven Jr.

Slugging

0.04

JUN 26 2017

1020.010

1020.010

1020.010

Scene 111 Panel 4



Slugging
0.08

Scene 112 Panel 1



Dialogue
STEVEN: "gasp"
Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 112 Panel 2



Dialogue
STEVEN: My son..

Slugging
1.05

Scene 113 Panel 1



Slugging
0.04

Notes
R.U. Steven's arms to previous scene. Hands start up by his face.

JUN 202

1020.010

1020.010

1020.010

Scene 113 Panel 2



Action Notes
Bird flies overhead.

Slugging
1.08

Scene 114 Panel 1



Slugging
Panel 1 + 2 = 0.00

Notes
SP/N.U. of Pearl to previous scene.

JUN 26 2013

1020.010

1020.010

1020.010

Scene 114 Panel 2



Notes
H.U. Pearl pose to previous scene.

Scene 114 Panel 3



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

Scene 114 Panel 4



Slugging
0.08

Scene 114 Panel 5



Action Notes
Pearl summons spear.

Slugging
0.09

JUN 28 2013

1020.010

1020.010

1020.010

Scene

Panel

114 *cont*

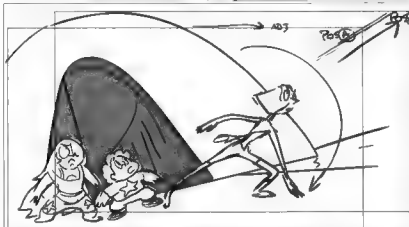
6

Scene

Panel

115

1

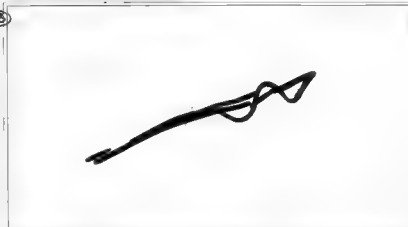


Action Notes

Pearl throws spear o.s.
Adjust camera with spear.

Slugging

ADJ: 0.05
Then HOLD: 0.09



Action Notes

Pearl's spear flying.

BG pans screen left to simulate flying.

Notes

H.U. Steven to previous scene. arms start down and wide.

" 2 8 2013

1020.010

1020.010

1020.010

Scene

Panel

116

1



Action Notes

BG pans screen right.

Slugging

0.04

Scene

Panel

116

2



Action Notes

Bird opens mouth...

Slugging

0.08

JUN 26 2015

1020.010

1020.010

1020.010

Scene 116 Panel 3



Action Notes
and eats Pearl's spear.

Slugging
1.00

Scene 117 Panel 1



Dialogue
beat

Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

117 *cont*

2



Dialogue

STEVEN: AAAAAHHHH!!!

Action Notes

Steven scream.

Slugging

1.08

Scene

Panel

117 *cont*

3



Action Notes

Adjust camera as Amethyst hand enters scene...

Slugging

ADJ: 0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 127 Panel 4



Action Notes
and grabs Steves.

Slugging
0.04

Scene 118 Panel 1



Dialogue
AMETHYST: Get inside!

Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010



Scene 118 Panel 2



Dialogue

AMETHYST: In here guys!

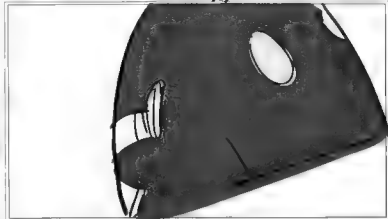
Action Notes

Amethyst pulls Steven inside.

Slugging

0.07

Scene 118 Panel 3



Dialogue

AMETHYST: In here guys!

Slugging

0.07

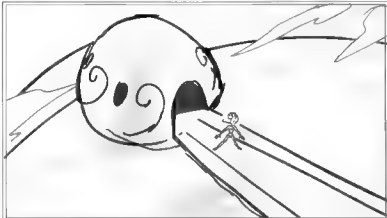
JUN 26 2013

1020.010

1020.010

1020.010

Scene 119 Panel 1



Slugging
0.12

Scene 119 Panel 2



Action Notes
Pearl runs toward structure as bird enters IN scene
Slugging
0.15

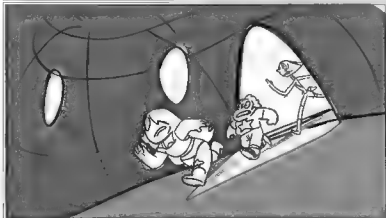
JUN 26 2013

1020.010

1020.010

1020.010

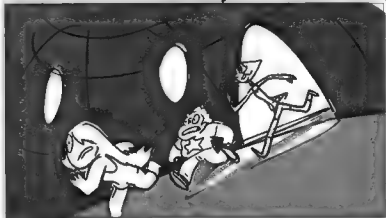
Scene 120 Panel 1



Action Notes
Gems run inside.

Slugging
Panels 1 + 2 = 0.14

Scene 120 Panel 2



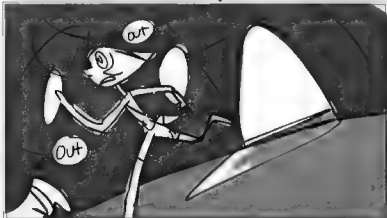
JUN 26 2019

1020.010

1020.010

1020.010

Scene 120 ~~CONT~~ Panel 3



Action Notes
All run OUT.

Slugging
0.15

Scene 120 ~~CONT~~ Panel 4



Action Notes
Beak enters IN doorway...

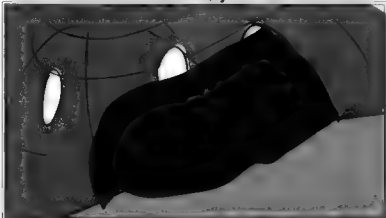
Slugging
0.06

JUN 26 2019

1020.010

1020.010

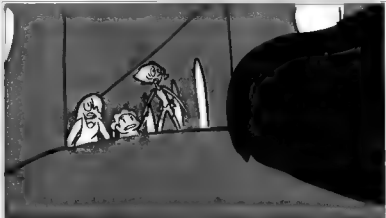
Scene 120 Panel 5



Action Notes
and chomps down.

Slugging
1.01

Scene 121 Panel 1



Action Notes
Gems watch as beak continues to chomp down.

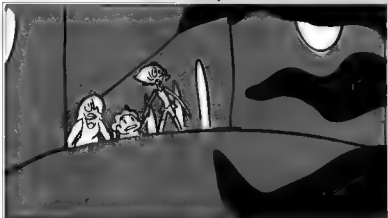
Slugging
Panels 1 + 2 = 0.05

JUN 26 2013

1020.010

1020.010

Scene 121 *CONT* Panel 2



Scene 121 *CONT* Panel 3



Slugging
0.10

JUN 26 2015

1020.010

1020.010

1020.010

Scene

Panel

121

cont

4



Dialogue

PEARL: It swallowed...

Slugging

0.12

1020.010

1020.010

JUN 26 2013

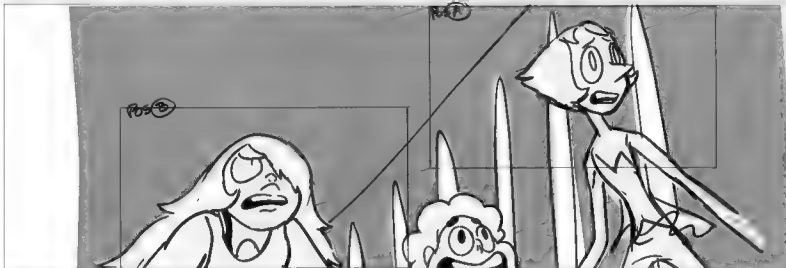
1020.010

Scene

Panel

122

1



Dialogue

PEARL: ...my spear!

AMETHYST: It looks like we're next on the menu!

Action Notes

Pan from Pearl to Amethyst.

Slugging

HOLD: 1.10

Then ADJ: 0.05

Then HOLD: 3.09

JUN 26 2013

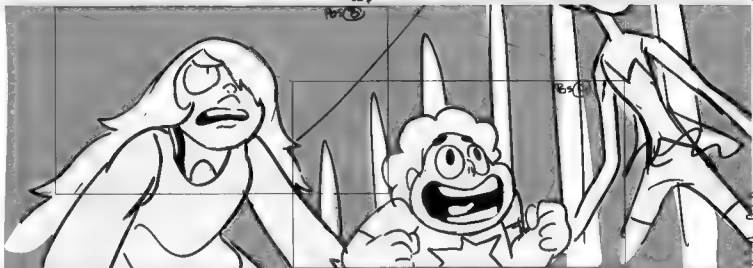
1020.010

Scene

Panel

122 *cast*

2



Dialogue

STEVEN: Guys, this is great!

Action Notes

Pan from Amethyst to Steven.

Slugging

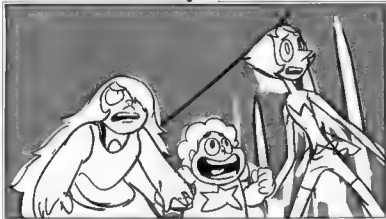
ADJ: 0.05

Then HOLD: 2.05

JUN 26 2013

1020.010

Scene 123 Panel 1



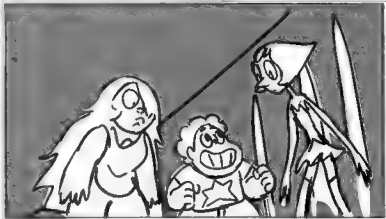
Slugging

Panels 1 + 2 = 0.02

Notes

H.U. Steven/Amethyst/Pearl to previous scene.

Scene 123 Panel 2



Notes

H.U. Steven/Amethyst/Pearl to previous scene.

JUN 26 2013

1020.010

1020.010

1020.010



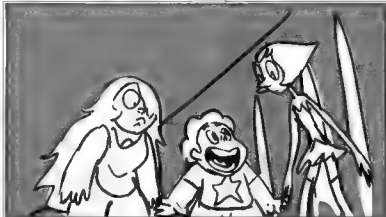
Scene

123

Panel

123

3



Dialogue

STEVEN: Now's the perfect time

Action Notes

Steven looks back and forth from Pearl to Amethyst.

Slugging

Panels 3 + 4 = 4.11

Notes

R.U. Steven/Amethyst/Pearl to previous scene.

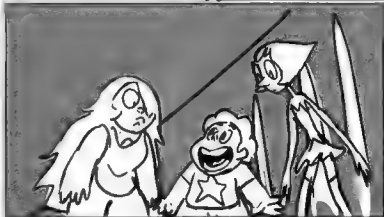
Scene

123

Panel

123

4



Dialogue

STEVEN: for you two to form OPAL!

Action Notes

Steven looks back and forth from Pearl to Amethyst.

JUN 26 2013

1020.010

1020.010

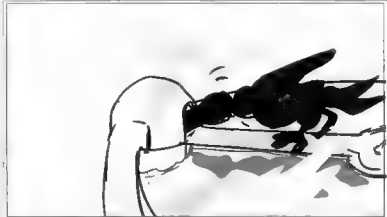
1020.010

Scene 123 *cont* Panel 5



Slugging
1.02

Scene 124 Panel 1



Action Notes
BIRD digs beak into hut, trying to get at the GEMS
Slugging
0.13

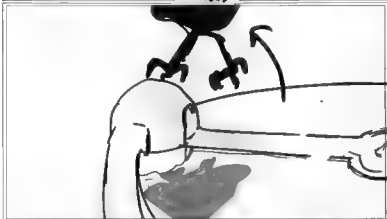
JUN 26 2016

1020.010

1020.010

1020.010

Scene 124 Panel 2



Action Notes

BIRD jumps up

Slugging

0.06

Scene 124 Panel 3



Action Notes

BIRD lands on hut

Slugging

0.12

JUN 26 2013

1020.010

1020.010

1020.010

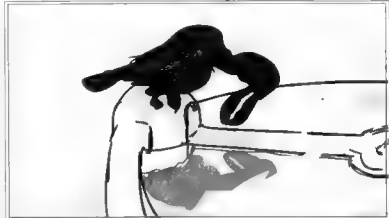
Scene 124 *cont* Panel 4



Action Notes
BIRD pecks at hut entrance

Slugging
0.08

Scene 124 *cont* Panel 5



Slugging
0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 124 Panel 6



Slugging
0.08

Scene 124 Panel 7



Slugging
0.09

JUN 26 2013

1020.010

1020.010

1020.010

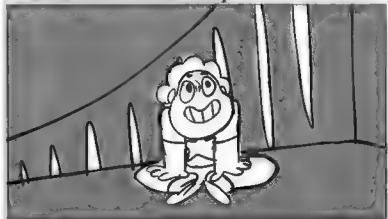
Scene 125 Panel 1



Action Notes
STEVEN sits down

Slugging
0.06

Scene 125 Panel 2



Slugging
1.01

JUN 26 2013

1020.010

1020.010

1020.010

Scene 126 Panel 1

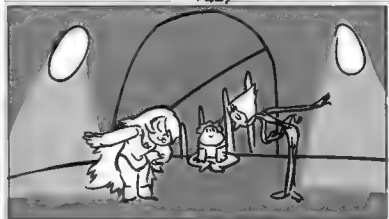


Slugging
0.11

Notes

B.U. Stevens face to previous scene.

Scene 126 Panel 2



Slugging
1.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene 127 Panel 1



Slugging
0.05

Scene 127 *cart* Panel 2



Action Notes
Pearl's gem begins to glow
Slugging
1.04

JUN 26 2013

1020.010

1020.010

1020.010



Scene	Panel
128	1



Slugging
0.05

Scene	Panel
128	2



Action Notes
Amethyst's gem begins to glow

Slugging
1.04

JUN 26 2013

1020.010

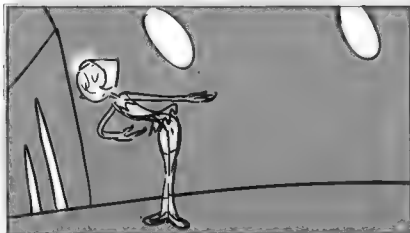
1020.010

1020.010

Scene Panel

129

1



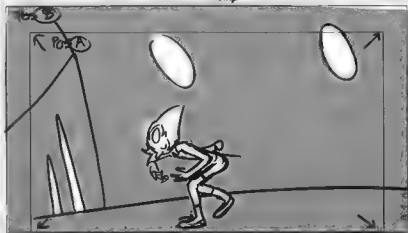
Slugging
0.11

Scene

Panel

129 *cont*

2



Action Notes

Pearl pivots on the ball of left foot
Camera pulls out to follow Pearl's action

Slugging

ADJ: 0.05

ADJ through panels 3 to 5.

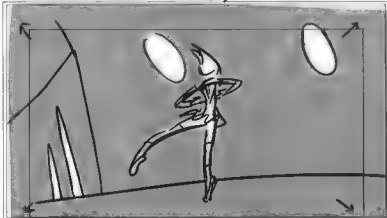
JUN 26 2013

1020.010

1020.010

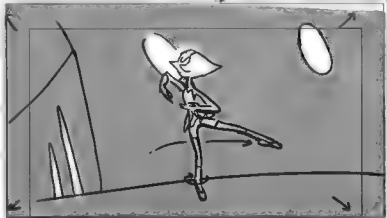
1020.010

Scene 129 Panel 3



Slugging
ADJ: 0.03

Scene 129 Panel 4



Action Notes
Pearl rotates clockwise

Slugging
ADJ: 0.03

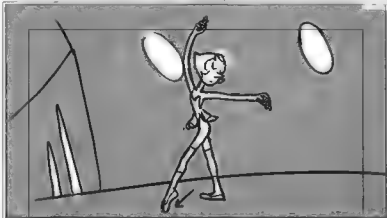
JUN 26 2013

1020-010

1020-010

1020-010

Scene 129 *CONT* Panel 5



Action Notes
finishes movement gracefully

Slugging
ADJ: 0.03
Then HOLD: 0.14

Scene 130 Panel 1



Slugging
0.11

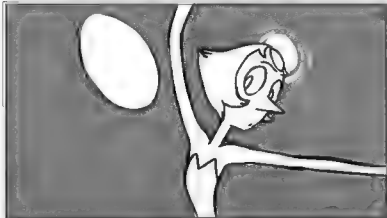
JUN 26 20

1020.010

1020.010

1020.010

Scene 130 *CONT* Panel 2



Action Notes

Pearl looks over at Amethyst.

Slugging

1.01

Scene 131 Panel 1



Action Notes

Pose A1

Cycle Pose A1 and B1

Amethyst does silly dance

AMETHYST's gem is glowing

Slugging

Panels 1 + 2 x 2 = 0.08

Total frames for repeat: 1.04

JUN 26 2011

1020.010

1020.010

1020.010

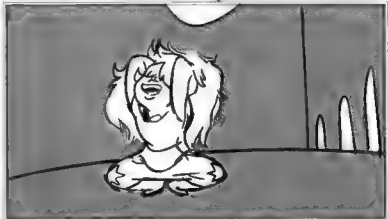
Scene 131 Panel 2



Action Notes
Pose B1
Cycle Pose A1 and B1

Slugging
0.04

Scene 131 Panel 3



Slugging
0.07

JUN 26 2013

1020.010

1020.010

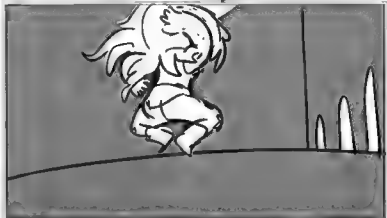
1020.010

Scene 131 *cont* Panel 4



Slugging
0.02

Scene 131 *cont* Panel 5



Slugging
0.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

131

CONT

6



Action Notes

Pose A2

Cycle Poses A2, B2, C2, D2

Slugging

0.04

Total frames for cycle: 1.14

Scene

Panel

131

CONT

7



Action Notes

Pose B2

Cycle Poses A2, B2, C2, D2

Slugging

0.04

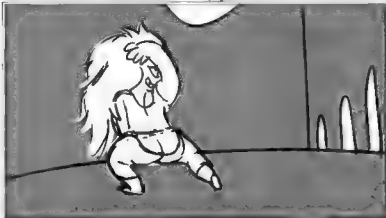
JUN 26 2013

1020.010

1020.010

1020.010

Scene 131 Panel 8



Action Notes

Pose C2

Cycle Poses A2, B2, C2, D2

Slugging

0.04

Scene 131 Panel 9



Action Notes

Pose D2

Cycle Poses A2, B2, C2, D2

Slugging

0.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene 131 Panel 10



Action Notes

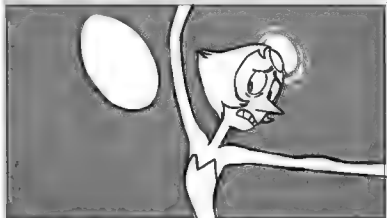
Pose A2

Cycle Poses A2, B2, C2, D2

Slugging

0.04

Scene 132 Panel 1



Slugging

0.14

JUN 26 2013

1020.010

1020.010

1020.010

Scene 132 Panel 2



Dialogue

PEARL: Guhhhhh....

Slugging

0.13

Scene 133 Panel 1



Slugging

0.08

JUN 26 2013

1020.010

1020.010

1020.010



Slugging
0.08



Action Notes
Pearl spins unenthusiastically as she approaches left side of frame

Slugging
Panels 3 to 6 = 1.01

JUN 26 2013

1020.010

1020.010

1020.010

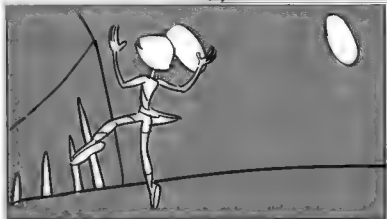
Scene 133 Panel 4



Action Notes

Pearl spins unenthusiastically as she approaches left side of frame

Scene 133 Panel 5



Action Notes

Pearl spins unenthusiastically as she approaches left side of frame

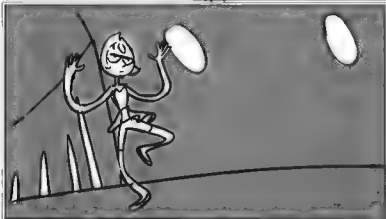
JUN 26 2013

1020.010

1020.010

1020.010

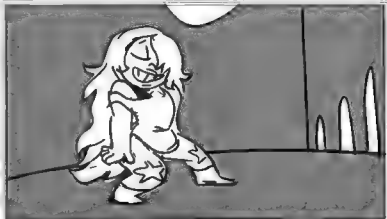
Scene 133 Panel 6



Action Notes

Pearl spins unenthusiastically as she approaches left side of frame

Scene 134 Panel 1



Action Notes

Amethyst continues silly dance

Slugging

0.05

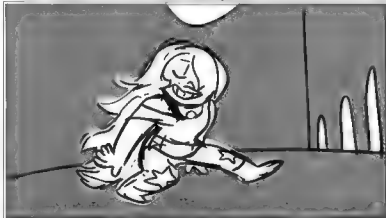
JUN 26 2013

1020.010

1020.010

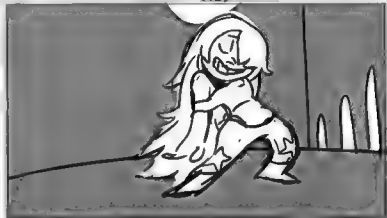
1020.010

Scene 134 Panel 2



Slugging
0.05

Scene 134 Panel 3



Slugging
0.03

JUN 26 2013

1020.010

1020.010

1020.010



Scene

134

Panel

cont

4



Slugging
0.05

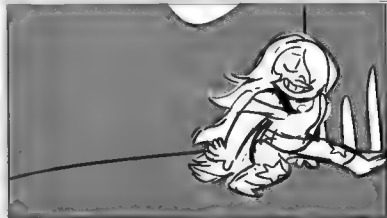
Scene

134

Panel

cont

5



Slugging
0.05

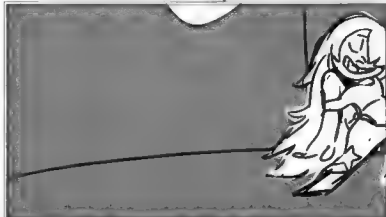
JUN 26 2015

1020.010

1020.010

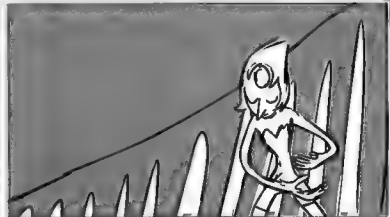
1020.010

Scene 134 Panel 6



Slugging
0.05

Scene 135 Panel 1



Slugging
0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

135

cont

21



Action Notes

Background moves screen right.

Slugging

0.12

Scene

Panel

136

1,



Slugging

0.05

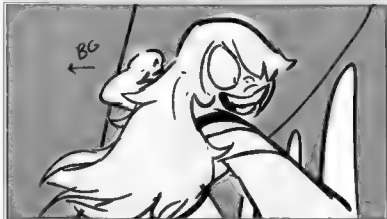
JUN 26 2013

1020.010

1020.010

1020.010

Scene 136 *cont* Panel 2



Action Notes
Background moves screen left.

Slugging
0.07

Scene 137 Panel 1



Slugging
0.02

JUN 26 2011

1020.010

1020.010

1020.010

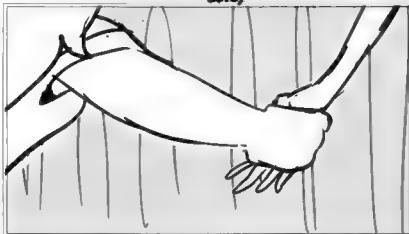
Scene

Panel

137

cont

2



Slugging
0.06

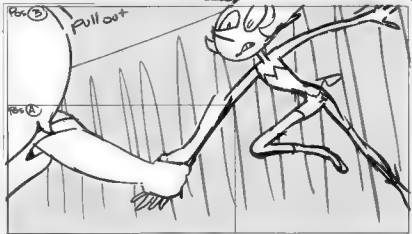
Scene

Panel

137

cont

3



Action Notes
Pull out as Amethyst pulls Pearl into scene.

Slugging
Panels 3 + 4 =
ADJ: 0.03
Then HOLD: 0.05

JUN 26 2014

1020.010

1020.010

1020.010

Scene 137 Panel 4



Scene 137 Panel 5



Action Notes
Background moves screen right.

Slugging
0.04

JUN 26 2015

1020.010

1020.010

1020.010

Scene 137 Panel 6



Action Notes

Background moves screen right.

Slugging

0.04

Scene 137 Panel 7



Dialogue

AMETYST: <ELBOWED IN THE FACE>

Action Notes

Background moves screen right.

Slugging

0.06

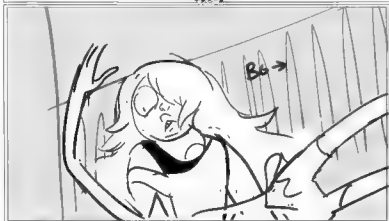
JUN 31

1020.010

1020.010

1020.010

Scene 137 Panel 8



Action Notes
Background moves screen right.

Slugging
0.04

Scene 138 Panel 1



Action Notes
H.U. PEARL and AMETHYST to previous

Slugging
0.04

1020.010

1020.010

1020.010

Scene 138 Panel 2



Dialogue

PEARL: <HITS HEAD ON GROUND>

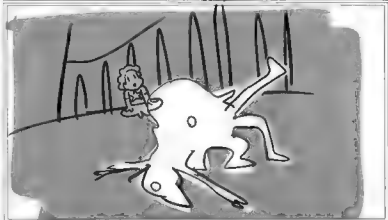
Action Notes

Pearl's head hits floor

Slugging

0.15

Scene 138 Panel 3



Action Notes

Pearl and Amethyst's bodies glow

Slugging

1.13

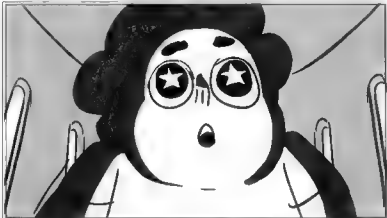
JUN 26 2015

1020.010

1020.010

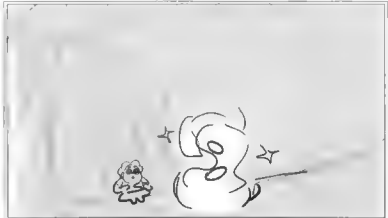
1020.010

Scene 139 Panel 1



Slugging
2.01

Scene 140 Panel 1



Slugging
0.15

Notes
H.U. pose for Steven to previous scene.

JUN 30 2014

1020.010

1020.010

1020.010

Scene 140 Panel *cont* 2



Action Notes
Hold for a beat

Slugging
1.09

Scene 140 Panel *cont* 3



Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010



Scene 140 Panel 4



Slugging
0.06

Scene 140 Panel 5



Action Notes
quick beat

Slugging
1.15

JUN 26 2019

1020.010

1020.010

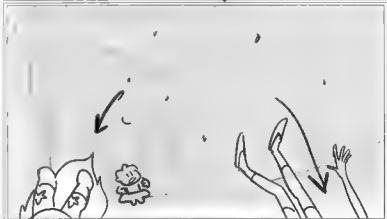
1020.010

Scene 140 Panel 6



Slugging
0.05

Scene 140 Panel 7



Action Notes
Amethyst and Pearl fall OUT.

Slugging
0.15

JUN 26 2013

1020.010

1020.010

1020.010

Scene 141 Panel 1



Slugging
0.14

Scene 141 Panel 2



Slugging
0.14

0.14 26 281-

1020.010

1020.010

1020.010

Scene Panel

142

1



Slugging
0.12

Scene

Panel

142 *cont*



Dialogue

AMETHYST: So you wanna try that again,

Action Notes

Adjust camera up.

Slugging

Panels 2 + 3 =

ADJ: 0.04

Then BOLD: 5.10

JUN 20 2011

1020.010

1020.010

Ref 2
Pos A

1020.010

Scene

Panel

142 *CONT*



Dialogue

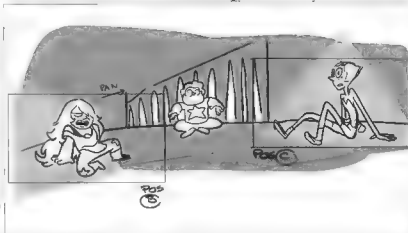
AMETHYST: with less hitting me in the face this time?

3

Scene

Panel

142 *CONT*



Action Notes

Pan from Amethyst to Pearl.

Slugging

Panels 4 to 6 -

ADJ: 0.07

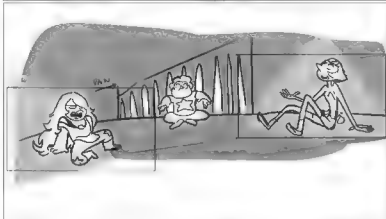
Then HOLD: 7.00

1020-010

JUN 26 2013

1020-010

Scene 142 Panel 5



Dialogue

PEARL: Well it would have worked if your movements weren't so...

Scene 142 Panel 6



Dialogue

PEARL: ...erractic and formless.

JUN 26 2019

1020.010

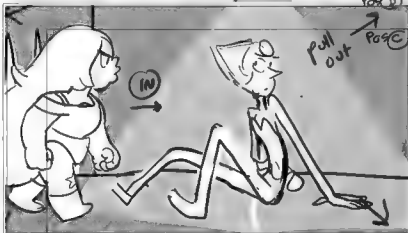
1020.010

1020.010

Scene

Panel

142 *CONT*



Dialogue

AMETHYST: So it was all MY fault?

Action Notes

Amethyst IN.

Camera pull out as Amethyst enters.

Slugging

Panels 7 + 8 =

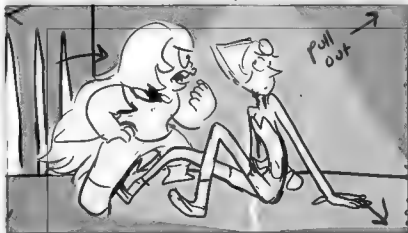
ADJ: 0.05

Then HOLD: 2.10

Scene

Panel

142 *CONT*



Dialogue

AMETHYST: So it was all MY fault?

JUN 26 2011

1020.010



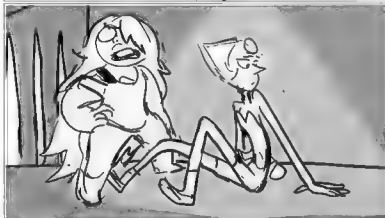
Scene

Panel

142

CONT

9



Dialogue

AMETHYST: You totally weren't even trying to sync with my dancing.

Slugging

5.04

Scene

Panel

142

CONT

10



Dialogue

AMETHYST: You should know how I dance by now!

Slugging

3.06

JUN 26 2013

1020.010

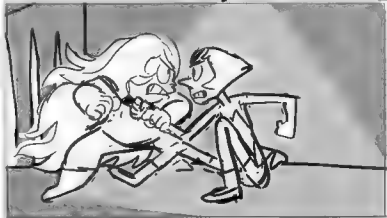
1020.010

Scene 142 *cont* Panel 11



Slugging
Panels 11 to 15 =
2.02

Scene 142 *cont* Panel 12



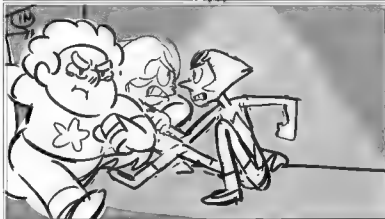
JUN 26 2014

1020.010

1020.010

1020.010

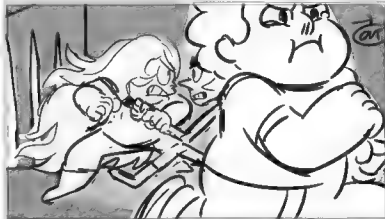
Scene
142 ~~CONT~~ Panel
13



Action Notes

STEVEN IN - runs FAST thru scene screen left to right.

Scene
142 ~~CONT~~ Panel
14



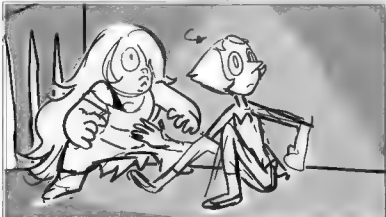
Action Notes

Steven OUT screen right.

JUN 26 2015

1020.010

Scene 142 *CONT* Panel 15



Dialogue

STEVEN (off-screen): STOOOPPP!!

Action Notes

Amethyst and Pearl turns towards Steven O/S.

Scene 143 Panel 1



Dialogue

STEVEN: Come on guys, please stop fighting!

Slugging

Panels 1 + 2 = 7.01

JUN 26 26.

1020.010

1020.010

1020.010

Scene 143 *cont* Panel 2



Dialogue

STEVEN: If you can't get along with each other....

Notes

Steven has moved from behind Pearl and Amethyst to the front?

Scene 143 *cont* Panel 3



Dialogue

STEVEN: *I* might never get to see your awesome fusion power!

Slugging

5.07

JUN 26 2013

1020.010

1020.010

1020.010

Scene Panel

144

1



Dialogue

Bird: KKKKKRAAAAAHH!!!

Action Notes

Steven turns to look.

Slugging

1.15

Notes

R.U. Steven to previous scene



Scene

Panel

144

2



Dialogue

STEVEN: AND I might get eaten! By a GIANT BIRD!

Slugging

5.07

JUN 26 2017

1020-010

1020-010

1020-010

Scene 144 ~~CUT~~ Panel 3



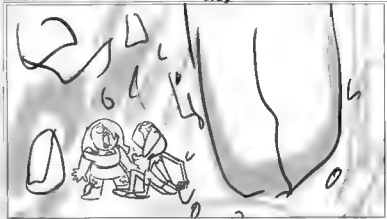
Action Notes

Bird's beak breaks through roof and eats Steven.

Slugging

0.15

Scene 144 ~~CUT~~ Panel 4



Slugging

0.13

JUN 26 20

1020.010

1020.010

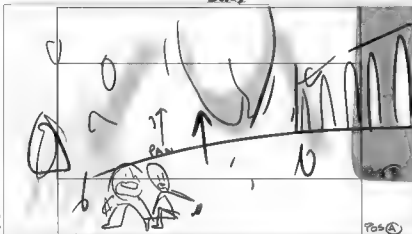
1020.010

Scene

Panel

144 *cont*

5



Action Notes

Pan up.

Slugging

ADJ: 0.09

Scene

Panel

145

1



Action Notes

Pan to see bird swallow Steven.

Slugging

ADJ: 0.14

JUN 20 2013

1020.010

1020.010

1020.010



Scene 145 Panel 2

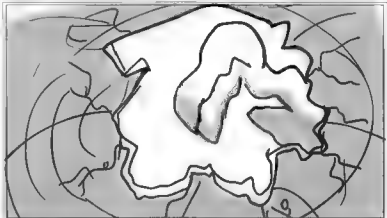


Dialogue
BIRD: "Gulp"

Action Notes
Bird swallows Steven.

Slugging
0.14

Scene 145 Panel 3



Slugging
0.15

JUN 26 2013

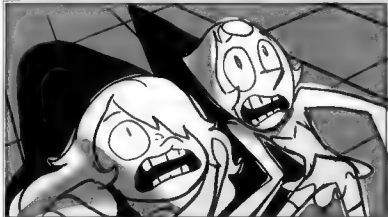
1020.010

1020.010

1020.010



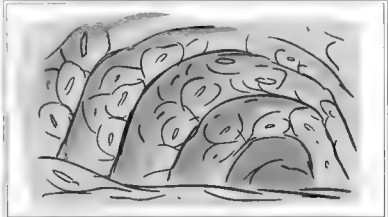
Scene	Panel
146	1



Dialogue
AMETHYS: STEVEN!!
PEARL: STEVEN!!

Slugging
2.00

Scene	Panel
147	1



Slugging
0.10

JUN 26 2013

1020.010

1020.010

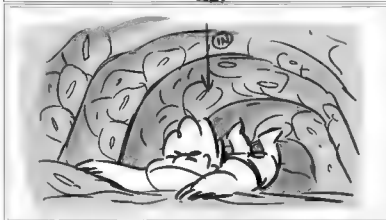
1020.010

Scene

Panel

147

2



Action Notes

Steven into scene.

Slugging

Panels 2 + 3 = 0.12

Scene

Panel

147

3



JUN 26 2013

1020.010

1020.010

1020.010



Scene 147 Panel 4



Dialogue

STEVEN: whoah

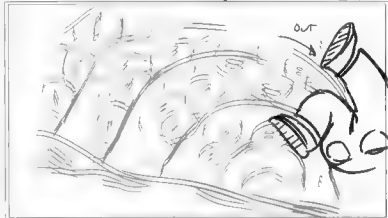
Action Notes

RUMBLE

Slugging

0.15

Scene 147 Panel 5



Action Notes

RUMBLE

STEVEN out

Slugging

0.04

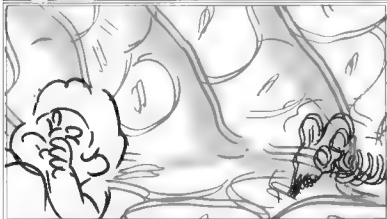
JUN 26 2013

1020.010

1020.010

1020.010

Scene 148 Panel 1



Action Notes

RUMBLE

Slugging

0.04

Scene 148 Panel 2



Action Notes

adjust camera as Steven rolls back.

Slugging

0.04

JUN 26 2013

1020.010

1020.010

1020.010

Scene 148 Panel 3



Slugging
0.05

Scene 148 Panel 4



Dialogue
STEVEN: Aaaaaaa...

Slugging
0.15

JUN 26 2013

1020.010

1020.010

1020.010

Scene 148 Panel 5



Dialogue
STEVEN: *GASP*

Slugging
0.08

Scene 148 Panel 6



Slugging
0.03

JUN 26 2013

1020-010

1020-010

1020-010

Scene

Panel

148

~~CONT~~

7



Slugging
0.13

Scene

Panel

148

~~CONT~~

25A

8



Dialogue
(Goat Bleat Off screen)

Slugging
0.14

JUN 26 2013

1020.010

1020.010

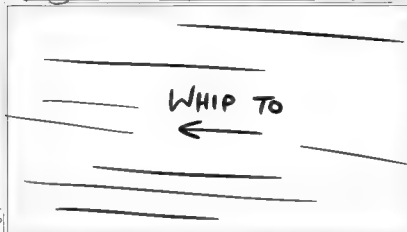
1020.010

Scene Panel

Pos (B)

148 cont

9



Slugging
0.04

Scene Panel

Pos (C)

148 cont

10



Dialogue
STEVEN (off-screen): Steven Jr!
Slugging
2.14
Notes
Heaven Beetle is in Steven Jr's mouth.

JUN 26 2013

1020.010

1020.010

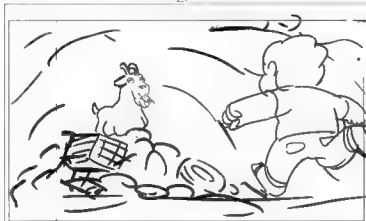
1020.010

Scene

Panel

148 CONT

11



Dialogue

STEVEN: We gotta...

Action Notes

Adjust camera as Steven enters scene.

Slugging

ADJ: 0.05

Camera ADJ through panels 2 to 4.

Scene

Panel

148 CONT

12



Dialogue

STEVEN: ...get out of...

Slugging

ADJ: 0.07

JUN 20 2013

1020.010

1020.010

1020.010



NO SC's
149-150

Scene

Panel

148 cont

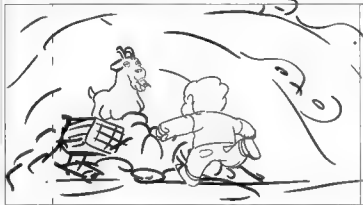
13

Scene

Panel

151

1



Dialogue

STEVEN: ...here!

Slugging

ADJ: 1.04

Then HOLD: 0.08



Dialogue

STEVEN: How can you eat at a time like.

Action Notes

Adjust camera as Steven approaches Steven Jr.

Slugging

1.07

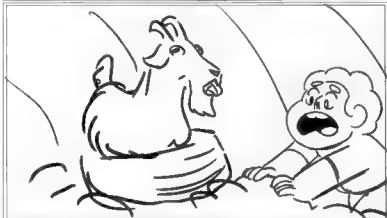
JUN 26 2013

1020.010

1020.010

1020.010

Scene 151 Panel 2



Slugging
2.03

Scene 152 Panel 1



Dialogue
STEVEN: GASP

Action Notes
Steven Jr has beetle in mouth.

Slugging
2.12

JUN 26 2013

1020.010

1020.010

1020.010



Scene 153 Panel 1



Dialogue
STEVEN: Hey is that the Heaven Beetle?

Slugging
2.03

Scene 153 Panel 2



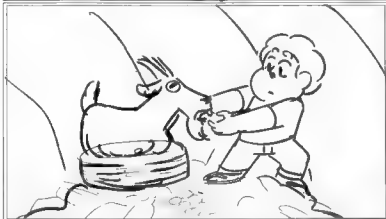
Dialogue
STEVEN: lemme see it!

Slugging
1.11

JUN 26 2013

1020.010

Scene 153 Panel 3



Dialogue
STEVEN: uhh

Slugging
1.04

Scene 153 Panel 4



Dialogue
STEVEN: Hey!

Slugging
1.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 153 Panel 5



Dialogue
STEVEN: Be a good goat...

Slugging
2.10

Scene 153 Panel 6



Dialogue
STEVEN: ...And give me the magic bug!

Slugging
3.13

JUN 26 2015

1020.010

1020.010

1020.010

Scene 153 Panel 7



Action Notes

RUMBLE

Slugging

0.15

Scene 153 Panel 8



Dialogue

STEVEN: UHH

Action Notes

Zero gravity for a moment, everything rises up.
Background moves down.

Slugging

1.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene 153 Panel 9



Action Notes
Everything falls.

Background moves up.

Slugging
0.04

Scene 153 Panel 10



Action Notes
Everything falls off-screen bottom.

Slugging
1.00

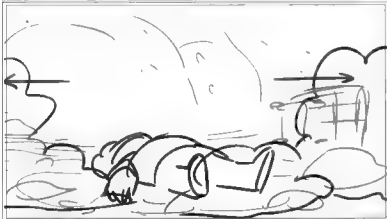
JUN 26 2013

1020.010

1020.010

1020.010

Scene 154 Panel 1



Action Notes

Dust clears

Slugging

0.09

Scene 154 Panel 2



Slugging

0.14

JUN 26 2013

1020.010

1020.010

1020.010

Scene 154 Panel 3



Dialogue
STEVEN: I got it!

Slugging
1.11

Scene 154 Panel 4



Dialogue
goat bleat

Action Notes
Steven Jr. into scene.

Slugging
1.02

JUN 26 2013

1020-010

1020-010

1020-010

Scene 154 Panel 5



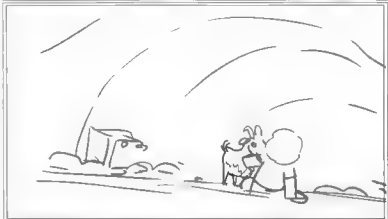
Dialogue

STEVEN: NO! Bad Goat! You're no son...

Slugging

4.07

Scene 155 Panel 1



Dialogue

STEVEN: ...of mine!

Slugging

0.13

JUN 26 2016

1020.010

1020.010

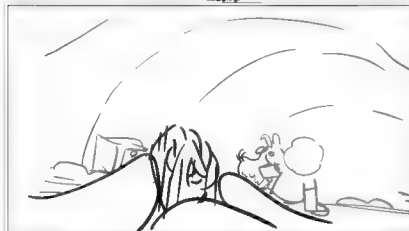
1020.010

Scene

Panel

155 *cont*

2



Slugging
0.04

Scene

Panel

155 *cont*

3



Action Notes
Adjust with fist.
Slugging
ADJ: 0.04
Then HOLD: 0.12

JUN 26 2013

1020.010

1020.010

1020.010



Scene 156 Panel 1



Slugging
0.04

Notes
R.U. poses to previous scene.

Scene 156 Panel 2



Dialogue
Screaming!

Action Notes
Steven and Steven Jr scream.

Slugging
0.14

JUN 26 2015

1020.010

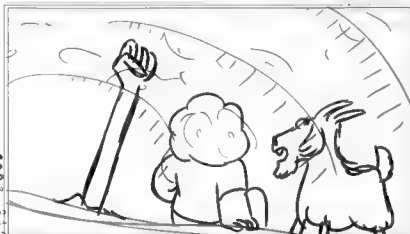
1020.010

1020.010

Scene Panel

157

1



Slugging
0.08

Scene

Panel

157

cont

2



Dialogue

STEVEN: Wait!

Action Notes

Pan with Steven Jr.

Slugging

ADJ: 0.05

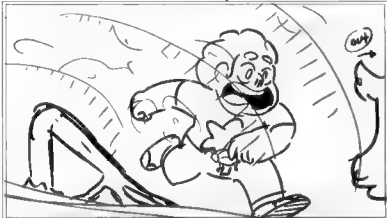
Notes

Steven has Heaven Beetle in hand.

JUN 26 2013

1020.010

Scene 157 Panel 3



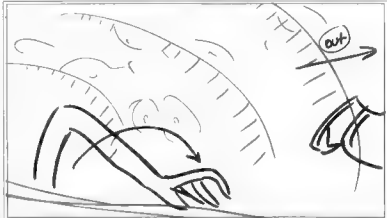
Dialogue

STEVEN: Don't leave you're father behind!

Slugging

0.06

Scene 157 Panel 4



Dialogue

STEVEN: Don't leave you're father behind!

Action Notes

Steven and Steven Jr. out of scene.

Slugging

0.06

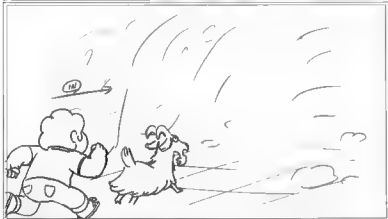
JUN 20 2013

1020.010

1020.010

1020.010

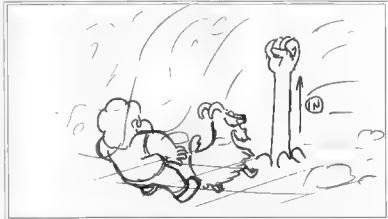
Scene	Panel
158	1



Action Notes
Steven and Steven Jr enter IN scene.

Slugging
0.12

Scene	Panel
158	2



Action Notes
First punches through ground plane.

Slugging
1.00

JUN 26 2013

1020-010

1020-010

1020-010

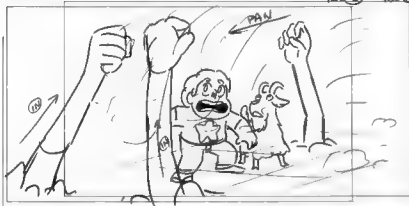
Scene

Panel

158

CONT

3



Action Notes

Pan as other fists break through ground plane.

Slugging

ADJ: 0.05

Then HOLD: 0.14

Scene

Panel

159

1



Dialogue

STEVEN: What's going...

Slugging

1.01

Notes

H.U. Steven to previous scene.

JUN 26 2015

1020.010

Scene 159 Panel 2



Dialogue
STEVEN: ...onl?

Slugging
1.02

Scene 159 Panel 3



Dialogue
goat bleat

Action Notes
Hand grabs Steven Jr and pulls him off screen.

Slugging
0.09

JUN 26 2013

1020-010

1020-010

1020-010

Scene 159 Panel 4



Dialogue

STEVEN: Steven Jr!

Action Notes

Hand enters scene...

Slugging

2.01

Scene 159 Panel 5



Action Notes

grabs Steven...

Slugging

0.10

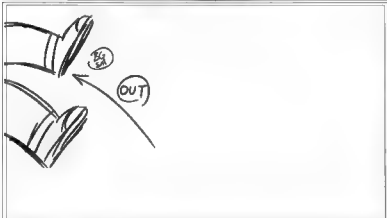
JUN 26 2013

1020.010

1020.010

1020.010

Scene 159 Panel 6



Action Notes
and pulls Steven off screen.

Slugging
0.12

Scene 160 Panel 1



Slugging
0.14

JUN 26 2011

1020.010

1020.010

1020.010

Scene 160 Panel 2



Action Notes

Opal pulls Steven out of bird.

Slugging

0.05

Scene 160 Panel 3



Slugging

0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene 161 Panel 1



Action Notes
Bird is burnt and steaming

Background moves screen left to right.

Slugging
0.12

Scene 161 Panel 2



Action Notes
Background moves screen left to right.

Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene 161 Panel 3



Action Notes

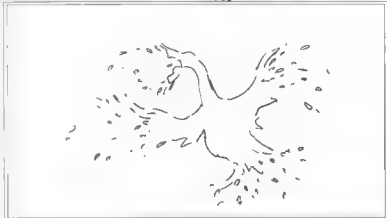
Opal leaps off as bird begins to disintegrate into glowing gem shards

Background moves screen left to right.

Slugging

0.04

Scene 161 Panel 4



Action Notes

Background moves screen left to right.

Slugging

0.08

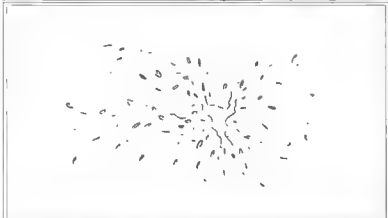
2.6 2013

1020.010

1020.010

1020.010

Scene	Panel	
161	161	5



Action Notes

Background moves screen left to right.

Slugging

0.15

Scene	Panel	
162		1



Action Notes

gem shards hover in the air in the air slowly spinning

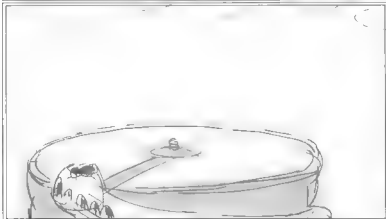
Background moves up.

Slugging

1.04

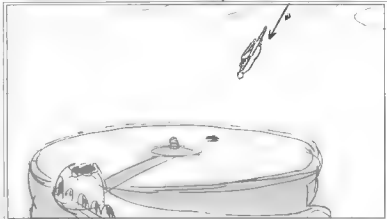
JUN 26 2013

Scene 163 Panel 1



Slugging
0.12

Scene 163 Panel 2



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

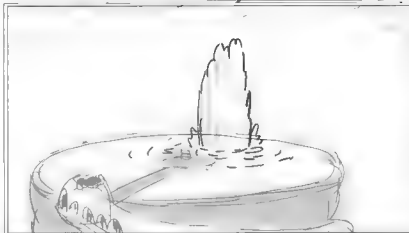
Scene

Panel

163

cut

3



Slugging

1.01

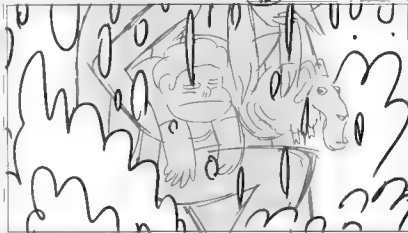
Scene

Panel

164

1B

1



Slugging

0.13



JUN 28 2013

1020.010

1020.010

1020.010

Scene 164 *cont* Panel 2



Dialogue
Goat bleat

Action Notes
Opal puts Steven Jr. down

Slugging
1.14

Scene 164 *cont* Panel 3



Slugging
1.01

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
165	1



Action Notes

As Opal stands up background pans down.

Slugging

Panels 1 to 5 = 2.02

Notes

H.U. Opal to previous scene?

Scene	Panel
165	2



JUN 26 2013

1020-010

1020-010



Scene

Panel

165

~~WUT~~

3



Scene

Panel

165

~~WUT~~

4



JUN 26 2013

1020.010

1020.010

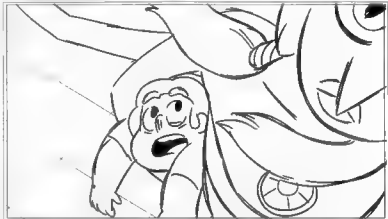
1020.010



Scene 165 Panel 5



Scene 166 Panel 1



Dialogue
STEVEN: OPAL?

Slugging
2.07

JUN 26 2017

1020.010

1020.010

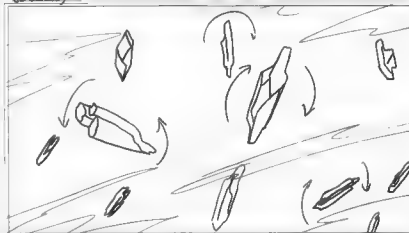
1020.010

Scene 167 Panel 1



Dialogue
STEVEN: Opal?
Action Notes
SKY BG
Slugging
2.02

Scene 168 Panel 1



Slugging
0.13

IN
CLOUDS

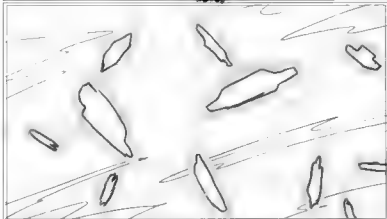
JUN 26 2013

1020.010

1020.010

1020.010

Scene 168 Panel 2



Action Notes
gem shards glow and transform

Slugging
0.04

Scene 168 Panel 3



Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

Scene 168 Panel 4



Slugging
0.04

Scene 168 Panel 5



Slugging
0.04

JUN 26 2013

Scene 168 *cont* Panel 6



Slugging
1.05

Scene 169 Panel 1



Slugging
0.10

JUN 26 2012

Scene 169 Panel 2



Action Notes
Opal places her other arm under steven

Slugging
0.15

Scene 170 Panel 1



Slugging
0.08

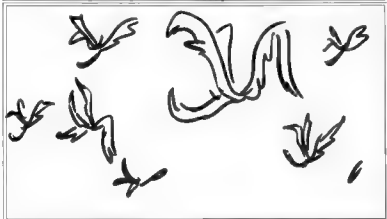
JUN 26 2015

1020-010

1020-010

1020-010

Scene 170 *CONT* Panel 2



Action Notes
seek birds rear back

Slugging
0.10

Scene 170 *CONT* Panel 3



Action Notes
birds dive at opal

Slugging
0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene 171 Panel 1



Slugging
0.10

Scene 171 Panel 2



Slugging
0.05

JUN 26 2013

1020-010

1020-010

1020-010

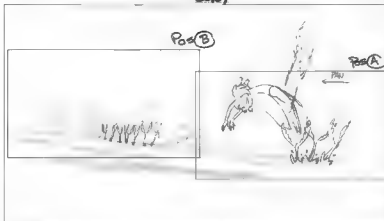
Scene

171

Panel

cont

3



Slugging

ADJ: 0.05

ADJ camera through panels 3 to 8.

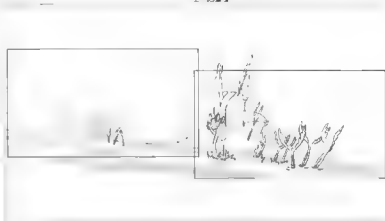
Scene

171

Panel

cont

4



Slugging

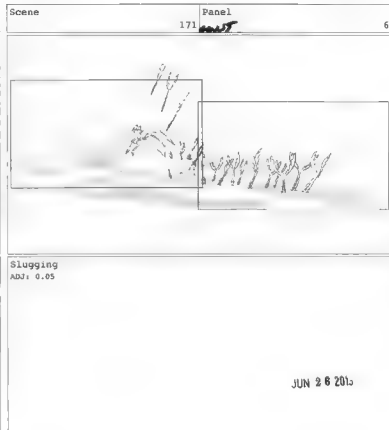
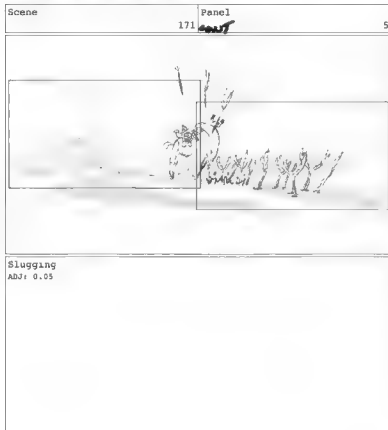
ADJ: 0.05

JUN 26 2013

1020-010

1020-010

1020-010

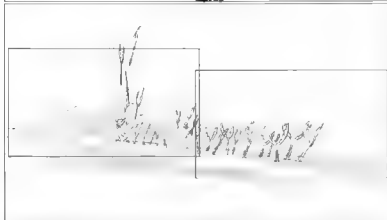


1020.010

1020.010

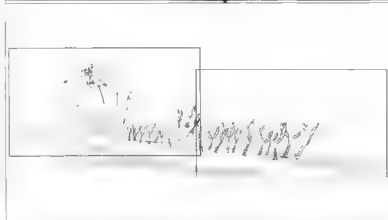
1020.010

Scene 171 Panel 7



Slugging
ADJ: 0.05

Scene 171 Panel 8



Slugging
ADJ: 0.05

JUN 26 2013

1020.010

1020.010

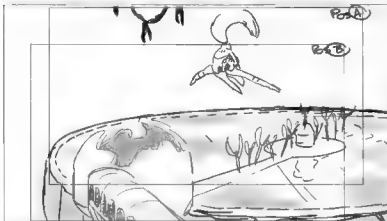
1020.010

Scene

Panel

172

1



Action Notes

This scene is one continues pan.

Slugging

ADJ: 0.04

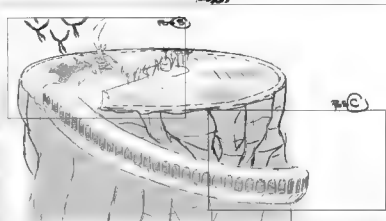
Camera ADJ through panels 1 to 19.

Scene

Panel

172

2



Slugging

ADJ: 0.02

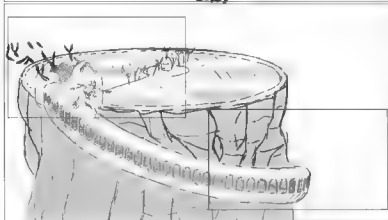
JUN 26 2019

1020.010

1020.010

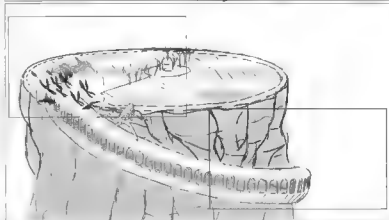
1020.010

Scene 172 Panel 3



Slugging
ADJ: 0.04

Scene 172 Panel 4



Slugging
ADJ: 0.05

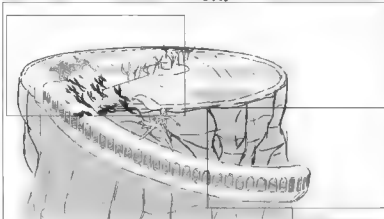
June 6 2013

1020.010

1020.010

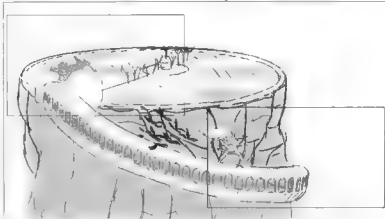
1020.010

Scene 172 Panel 5



Slugging
ADJ: 0.05

Scene 172 Panel 6



Slugging
ADJ: 0.05

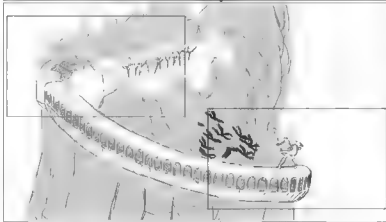
JUN 26 2010

1020.010

1020.010

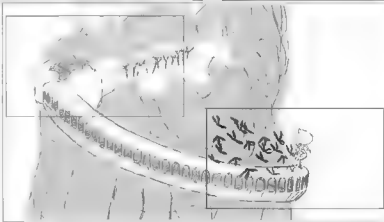
1020.010

Scene 172 **CONT** Panel 7



Slugging
ADJ: 0.05

Scene 172 **CONT** Panel 8



Slugging
ADJ: 0.05

JUN 26 2013

1020.010

1020.010

1020.010

Scene

172

Panel

cont

9

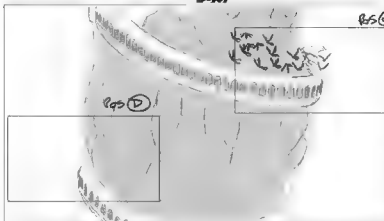
Scene

172

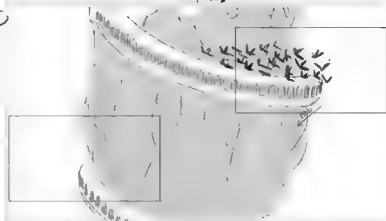
Panel

cont

10



Slugging
ADJ: 0.05



Slugging
ADJ: 0.05

JUN 28 2013

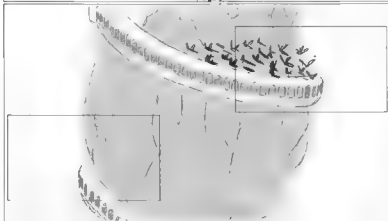
1020.010

1020.010

1020.010

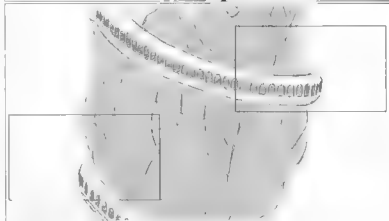


Scene 172 Panel 11



Slugging
ADJ: 0.05

Scene 172 Panel 12



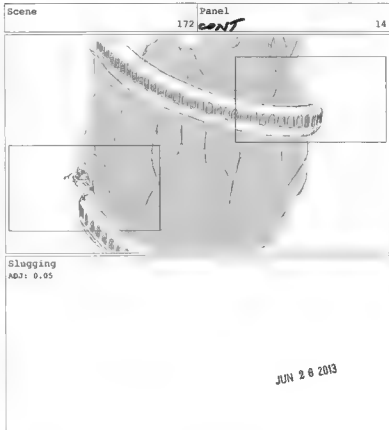
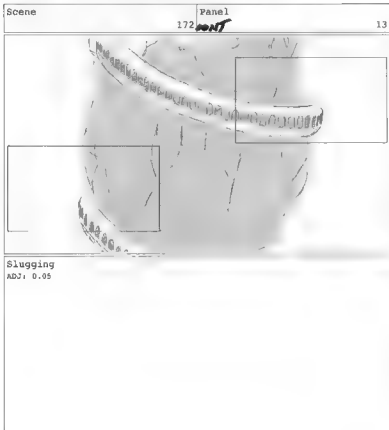
Slugging
ADJ: 0.05

JUN 26 2013

1020.010

1020.010

1020.010



1020.010

1020.010

1020.010

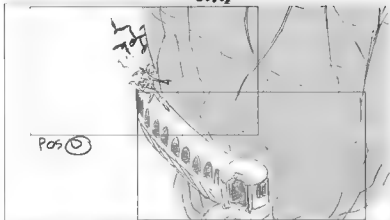
Scene

Panel

172

~~CONT~~

15



Pos (D)

Slugging
ADJ: 0.05

Pos (E)

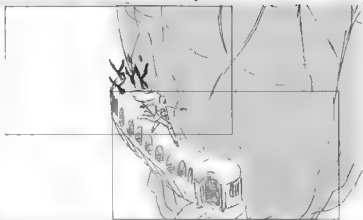
Scene

Panel

172

~~CONT~~

16



Slugging
ADJ: 0.05

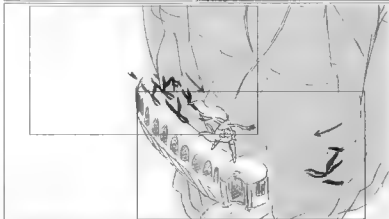
JUN 26 2017

1020.010

1020.010

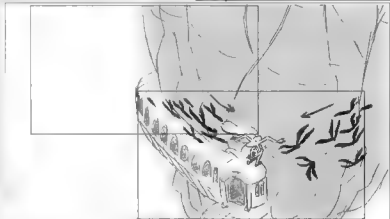
1020.010

Scene 172 Panel 17



Slugging
ADJ: 0.05

Scene 172 Panel 18



Slugging
ADJ: 0.07

JUN 26 2013

1020.010

1020.010

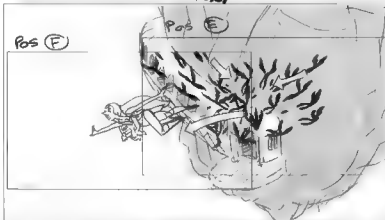
1020.010

Scene

172

Panel

19



Action Notes

Bird crash into eachother

Slugging

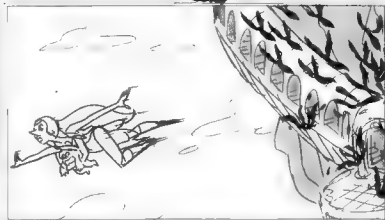
ADJ: 0.06

Scene

172

Panel

20



Slugging

0.05

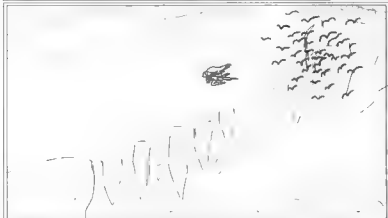
JUN 26 2011

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1020.010

1020.010

Scene	Panel
173	1



Slugging
0.06

Scene	Panel
173	2



Slugging
0.06

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1020.010

1020.010

Scene 174 Panel 1



Dialogue

STEVEN screaming!

Action Notes

Background pans behind STEVEN and OPAL

Slugging

Panels 1 + 2 x 2 = 0.08

Total frames: 1.08

Scene 174 Panel 2



4, AIR A.I.L. 111 FLAPPING.

JUN 26 2013

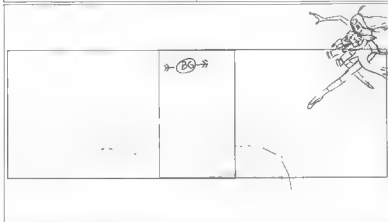
1020.010

1020.010

1020.010



Scene	Panel
175	1



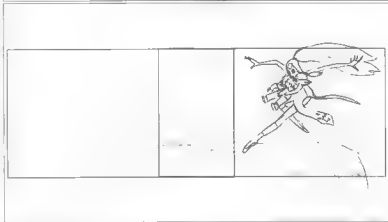
Action Notes

Background moves screen left to right.

Slugging

ADJ: 0.02

Scene	Panel
175	2



Action Notes

Background moves screen left to right.

Slugging

ADJ: 0.02

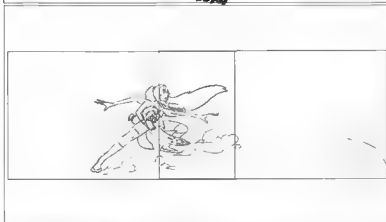
JUN 26 2013

1020.010

1020.010

1020.010

Scene 175 Panel 3



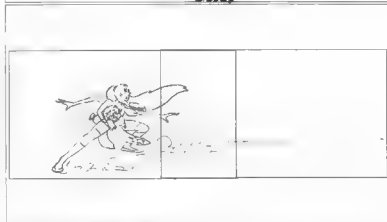
Action Notes

Background moves screen left to right.

Slugging

ADJ: 0.05

Scene 175 Panel 4



Action Notes

Background moves screen left to right.

Slugging

ADJ: 1.00

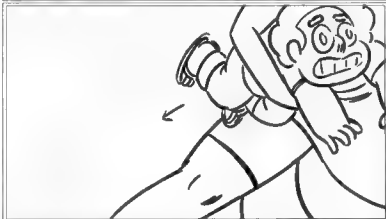
JUN 26 2013

1020.010

1020.010

1020.010

Scene 176 Panel 1



Action Notes

OPAL and STEVEN continue to slide back

Slugging

Panels 1 + 2 = 0.04

Notes

H.U. Steven to previous scene.

Scene 176 Panel 2



Notes

H.U. Steven to previous scene.

JUN 26 10

1020.010

1020.010

1020.010

Scene 176 *CONT* Panel 3



Slugging
0.06

Scene 176 *CONT* Panel 4



Dialogue

OPAL: Stay low.

Action Notes

OPAL and STEVEN stop sliding

Opal puts Steven down

Slugging

1.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene 176 Panel 5



Slugging
0.12

Scene 176 Panel 6



Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

177

1



Action Notes

bg pans slightly

Slugging

0.08

Scene

Panel

177

2



Slugging

0.08

JUN 26 2013

1020.010

1020.010

1020.010

Scene 177 **WONT** Panel 3



Slugging
0.08

Scene 177 **WONT** Panel 4



Slugging
0.07

JUN 26 2013

1020.010

1020.010

1020.010

Scene 177 ~~CONT~~ Panel 5



Action Notes

Opal uses both here left arms to spin the staff

Slugging

0.08

Scene 177 ~~CONT~~ Panel 6



Slugging

0.08

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1020.010

Scene 177 ~~WNT~~ Panel 7



Slugging
0.08

Scene 177 ~~WNT~~ Panel 8



Slugging
0.07

JUN 26 2015

1020.010

1020.010

1020.010

Scene 177 ~~CONT~~ Panel 9



Slugging
0.08

Scene 177 ~~CONT~~ Panel 10



Slugging
0.08

JUN 26 2013

1020-010

1020-010

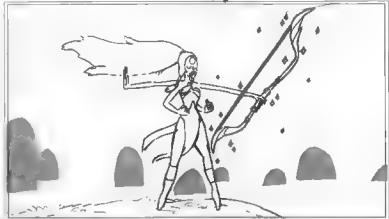
010-0701

Scene 177 **CONT** Panel 11



Slugging
0.04

Scene 177 **CONT** Panel 12



Slugging
0.04

JUN 26 20.

1020.010

1020.010

1020.010

Scene 177 Panel 13



Slugging
0.08

Scene 177 Panel 14



Slugging
0.11

JUN 26 2013

1020.010

1020.010

1020.010

Scene Panel

178

1



Action Notes

Birds are approaching

Slugging

0.08

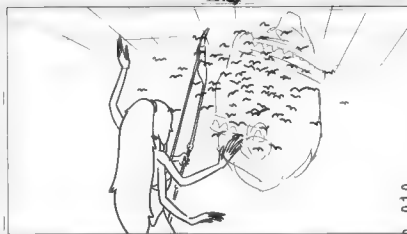


Scene

Panel

178

2



Action Notes

Birds are approaching

Slugging

0.11

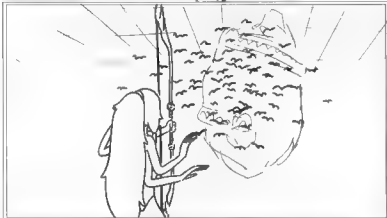
JUN 26 2011

1020.010

010-0201

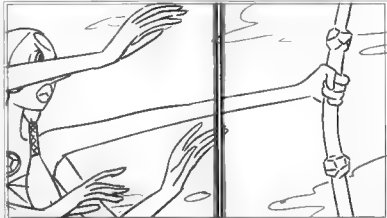
1020.010

Scene 178 Panel 3



Slugging
0.04

Scene 179 Panel 1



Slugging
0.04

JUN 26 2013

1020.010

1020.010

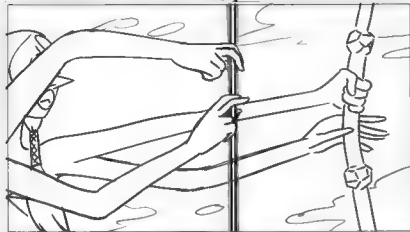
1020.010

Scene

Panel

179 **CONT**

2



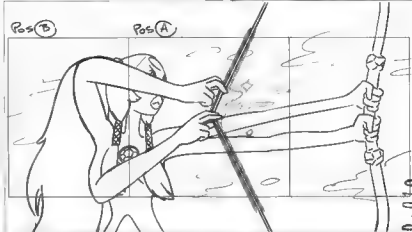
Slugging
0.04

Scene

Panel

179 **CONT**

3



Slugging
Panels 3 + 4 =
ADJ: 2.04
Then BOLD: 0.12

JUN 26 2013

1020.010

1020.010

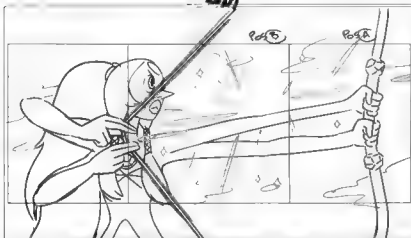
1020.010

Scene

Panel

179

4

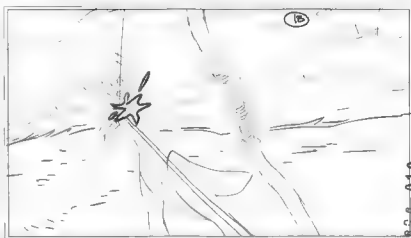


Scene

Panel

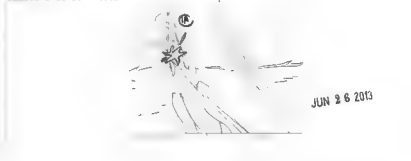
180

1



Slugging

Panels 1 to 18 = 4.03



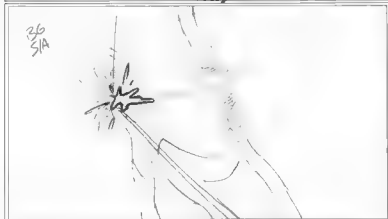
JUN 26 2013

1020.010

1020.010

1020.010

Scene 180 Panel 2



Scene 180 Panel 3



JUN 26 2012

1020.010

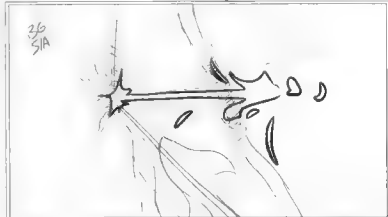
1020.010

1020.010

Scene 180 Panel 4



Scene 180 Panel 5



JUN 26 2013

1020.010

1020.010

1020.010



Scene 180 Panel 6



Scene 180 Panel 7



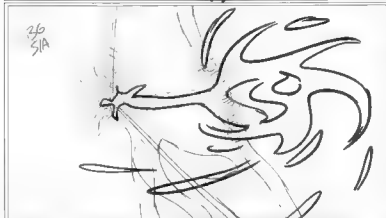
JUN 26 2012

1020.010

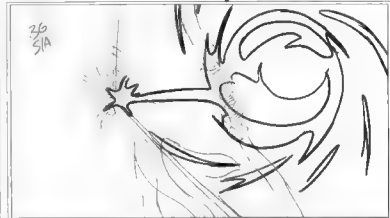
1020.010

1020.010

Scene 180 **CONT** Panel 8



Scene 180 **CONT** Panel 9



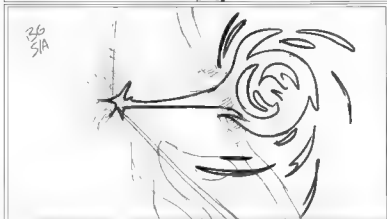
JUN 26 2013

1020-010

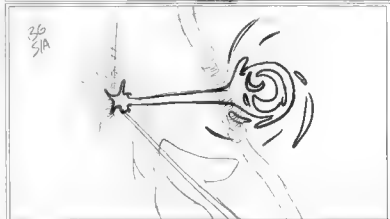
1020-010

1020-010

Scene 180 Panel 10



Scene 180 Panel 11



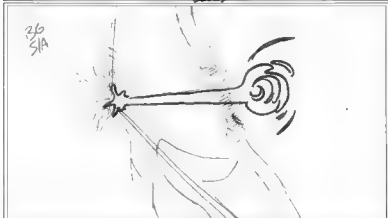
JUN 26 2013

1020.010

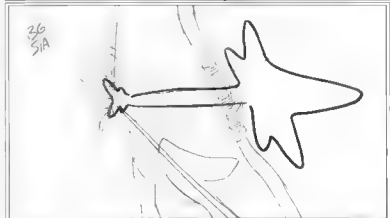
1020.010

1020.010

Scene 180 Panel 12



Scene 180 Panel 13



JUN 26 2013

1020.010.2

1020.010

1020.010.

Scene 180 Panel 14



Scene 180 Panel 15



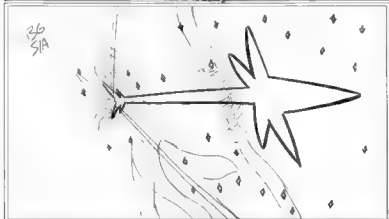
JUN 26 2013

1020.010

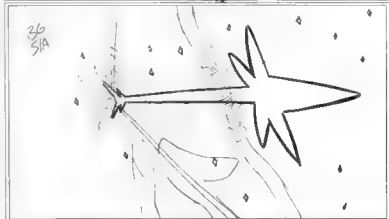
1020.010

1020.010

Scene 180 Panel 16



Scene 180 Panel 17



JUN 26 2013

1020.010

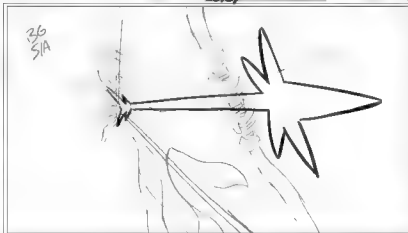
1020.010

1020.010

Scene

Panel

180 *CONT*



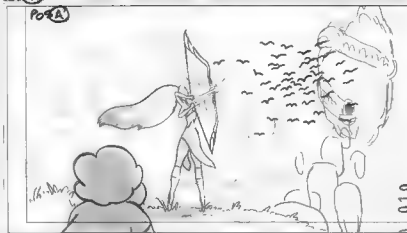
Scene

Panel

181 *Pos B*

181

1



Action Notes

wind spins around opal as she prepares to fire

Slugging

ADJ: 0.08

Camera ADJ through panels 1 to 5.

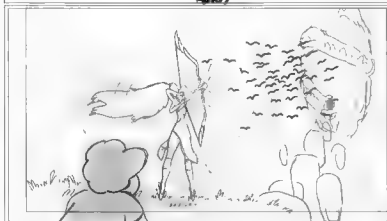
JUN 26 2017

1020.010

1020.010

1020.010

Scene 181 ~~cont~~ Panel 2



Slugging
ADJ: 0.12

Scene 181 ~~cont~~ Panel 3



Slugging
ADJ: 0.10

JUN 26 2013

1020.010

1020.010

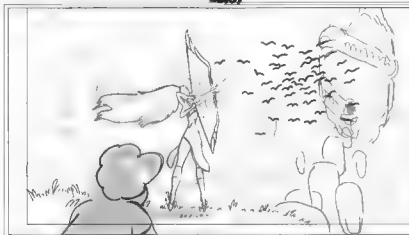
1020.010

Scene

Panel

181 *CONT*

4



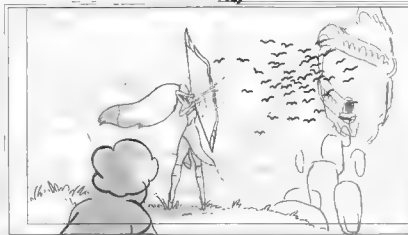
Slugging
ADJ: 0.06

Scene

Panel

181 *CONT*

5



Slugging
ADJ: 0.09



JUN 20 2013

1020.010

1020.010



Scene

Panel

182

1



Action Notes

Cycle A & B

Slugging

Panels 1 + 2 x 4 = 0.10

Total frames for cycle: 2.08

Scene

Panel

182

2



JUN 26 2015

1020-010

1020-010

1020-010



Scene

Panel

182

cont

3



Action Notes
Cycle A & B

Scene

Panel

182

cont

4



JUN 26 2017

1020.010

1020.010

1020.010

Scene	Panel
183	1

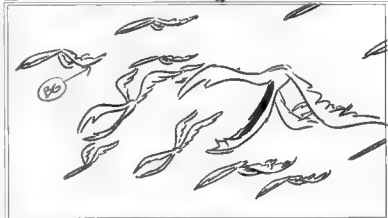


Slugging

Panels 1 + 2 x 3 = 0.08

Total frames for cycle: 1.08

Scene	Panel
183	2



JUN 26 2013

1020.010

1020.010

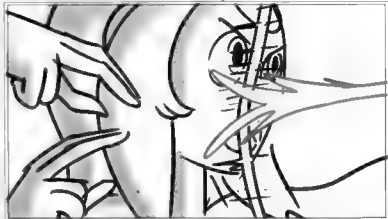
1020.010

Scene 184 Panel 1



Slugging
1.04

Scene 184 Panel 2



Action Notes
Opal releases arrow

Slugging
0.04

JUN 26 2013

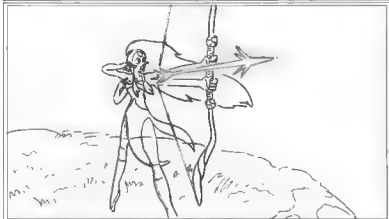
1020.010

1020.010

1020.010



Scene	Panel
185	1



Slugging
0.04

Scene	Panel
185	1 2



Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 186 Panel 1



Slugging
0.04

Scene 186 Panel 2



Slugging
0.04

JUN 26 2013

1020.010

1020.010

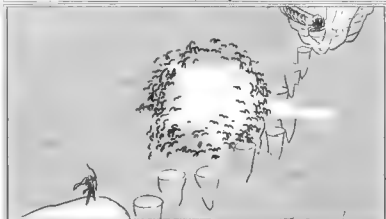
1020.010

Scene 186 Panel 3



Slugging
1.03

Scene 186 Panel 4



Slugging
1.06

JUN 26 2013

1020-010

1020-010

1020-010

Scene Panel

187

1



Action Notes

beams of light pierce the birds over and over

Slugging

Panels 1 + 2 x 2 = 0.08

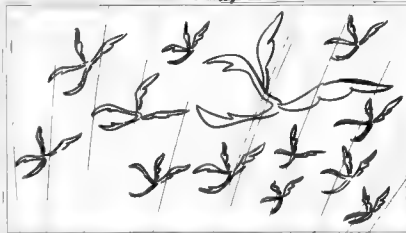
Total frames for cycle: 1.00

Scene

Panel

187

2



JUN 26 2013

1020.010

1020.010

1020.010

Scene 187 Panel 3



Slugging
1.05

Scene 187 Panel 4



Slugging
0.03

JUN 26 2013

1020.010

1020.010

1020.010

Scene 187 Panel 5



Slugging
0.03

Scene 187 Panel 6



Slugging
0.04

JUN 26 2017

1020.010

1020.010

1020.010

Scene 187 ~~187~~ Panel 7



Slugging
0.03

Scene 187 ~~187~~ Panel 8



Slugging
0.02

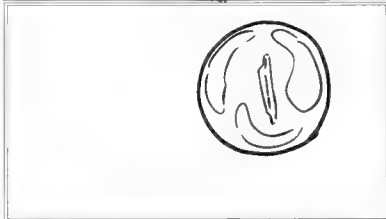
JUN 26 2013

1020.010

1020.010

1020.010

Scene 187 ~~MT~~ Panel 9



Slugging
0.04

Scene 187 ~~MT~~ Panel 10



Slugging
0.15

JUN 26 2013

1020.010

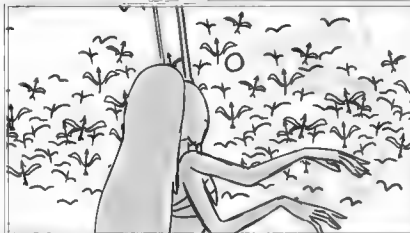
1020.010

1020.010

Scene Panel

188

1



Dialogue
(Best)
Slugging
1.00

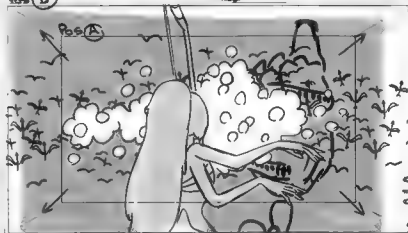
Scene

Panel

188

2

Pos B



Action Notes
The rest of the birds bubble
Slugging
Panels 1 + 2 =
ADJ: 0.04

JUN 26 2013

1020-010

Scene

Panel

188 ~~188~~

3



Scene

Panel

188 ~~188~~

4



Slugging
3.00



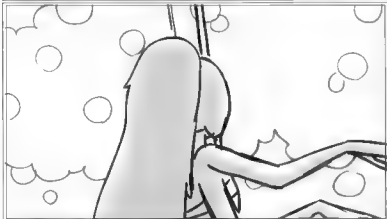
JUN 26 2013

1020.010

1020.010

1020.010

Scene 189 Panel 1



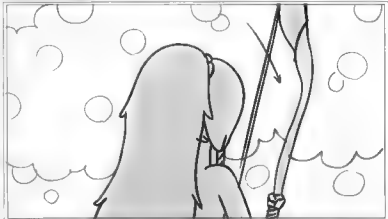
Slugging

Panels 1 + 2 = 0.14

Notes

H.U. Opal to previous scene, arms out to the side, bow to the left.

Scene 189 Panel 2



Notes

H.U. Opal to previous scene, arms out to the side, bow to the left.

JUN 26 2017

1020.010

1020.010

1020.010

Scene 189 ~~189~~ Panel 3



Action Notes
bubbles begin warping away (see ref animation)

Slugging
0.11

Scene 189 ~~189~~ Panel 4



Slugging
1.02

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1020.010

1020.010

1020.010

Scene 190 Panel 1



Slugging
1.10

Scene 190 ~~190~~ Panel 2



Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

190

Post-Production

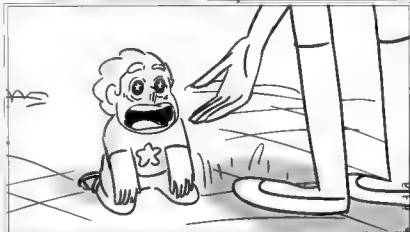


Slugging
ADJ: 1.00

Scene

Panel

190

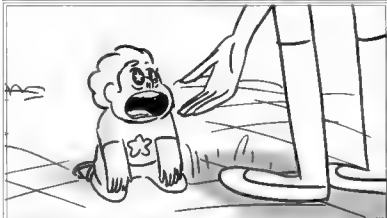


Slugging
0.15

JUN 26 2013

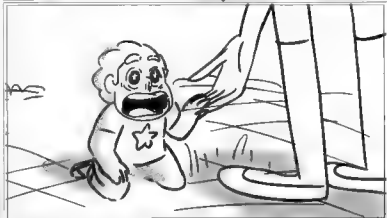
1020.010

Scene 190 *WNT* Panel 5



Slugging
1.04

Scene 190 *WNT* Panel 6



Slugging
0 11

JUN 26 2013

1020.010

1020.010

1020.010

Scene Panel
191 1



Slugging
1.00

Notes

H.U. Steven to previous scene.



Scene Panel
191 2



Slugging
1.06

JUN 26 2013

1020-010

Scene 192 Panel 1

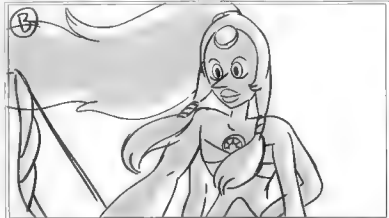


Action Notes
light breeze blows Opals hair

Slugging
Panels 1 + 2 x 3 = 1.00

Total frames for cycle: 3.02

Scene 192 ~~192~~ Panel 2



JUN 26 2013

1020.010

1020.010

1020.010

Scene 192 ~~Panel~~ 3



Scene 193 Panel 1



Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 193 ~~193~~ Panel 2



Dialogue
STEVEN:: uughh

Slugging
2.07

Scene 193 ~~193~~ Panel 3



Dialogue
STEVEN:: Do you...

Slugging
1.10

JUN 26 2013

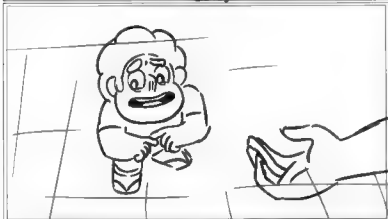
1020-010

1020-010

1020-010



Scene 193 *CONT* Panel 4



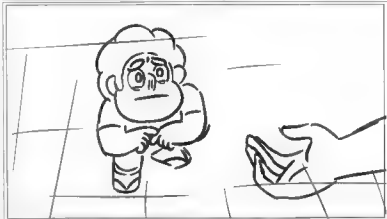
Dialogue

STEVEN: ...know who i am?

Slugging

1.09

Scene 193 *CONT* Panel 5



Slugging

1.03

JUN 26 2013

1020.010

1020.010

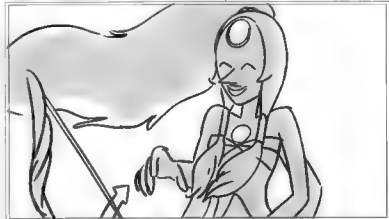
1020.010

Scene 194 Panel 1



Slugging
0.15

Scene 194 Panel 2



Dialogue
(OPAL giggle)

Slugging
2.10

JUN 26 2013

1020.010

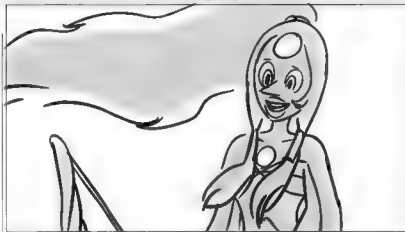
1020.010

1020.010

Scene

Panel

194 *CONT*



Dialogue

OPAL (singing): All you wanna do...

Slugging

2.10

Scene

Panel

195

3 *POA*



Dialogue

OPAL contd: is see me turn into...

Action Notes

Camera slow push in.

Slugging

ADJ: 2.08

JUN 26 2011

1020.010

1020.010

1020.010

Scene Panel
195 *mont* 2



Dialogue
STEVEN: Gasp

Slugging
0.14

Scene Panel
195 *mont* 3



Dialogue
STEVEN (whisper): giant woman!

Slugging
2.08

JUN 26 2013

1020.010

1020.010

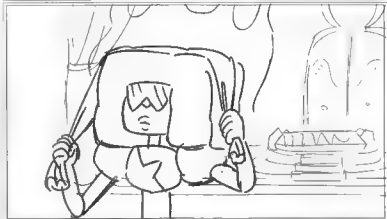
1020.010

Scene 196 Panel 1



Slugging
1.12

Scene 197 Panel 1



Slugging
0.10

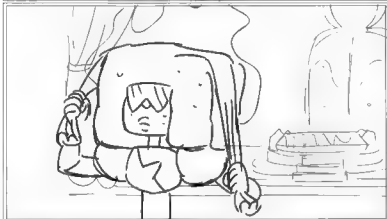
JUN 26 2013

1020.010

1020.010

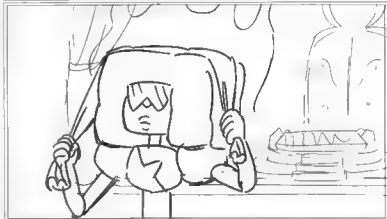
1020.010

Scene 197 ~~cont~~ Panel 2



Slugging
0.10

Scene 197 ~~cont~~ Panel 3



Slugging
0.10

JUN 26 2013

1020.010

1020.010

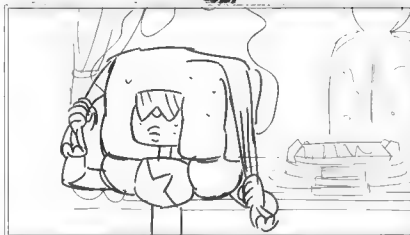
1020.010

Scene

Panel

197 *cont*

4



Slugging
0.10

Scene

Panel

197 *cont*

5



Slugging
ADJ: 0.11
Then HOLD: 0.09

JUN 26 2013

1020.010

1020.010

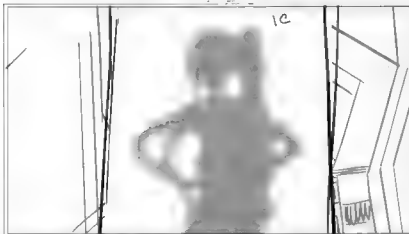
1020.010

Scene

Panel

198

1



Slugging
0.11

Scene

Panel

198

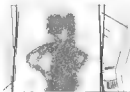
198 *cont*

2



Slugging
0.05

1B



1A



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1020.010

1020.010

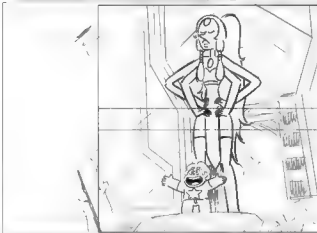
1020.010

Scene

Panel

198

3



Pos A

Pos B

Dialogue

STEVEN: We're baaaaaack!

Slugging

HOLD: 1.05

Then ADJ: 0.15

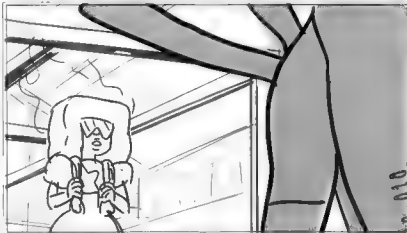
Then HOLD: 1.08

Scene

Panel

199

1



Action Notes

Garnet walks towards Opal.

Slugging

0.05

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1020.010

1020.010

Scene 199 Panel 2



Dialogue
GARNET: The Heaven Beasts.

Slugging
2.05

Scene 200 Panel 1



Slugging
0.05

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1020.010

1020.010

1020.010

Scene 200 Panel 2



Dialogue

OPAL: I don't have it!

Slugging

2.01

Scene 200 Panel 3



Action Notes

Opal's face splits into Amethyst and Pearl, begins to glow

Slugging

0.12

JUN 26 2013

1020.010

1020.010

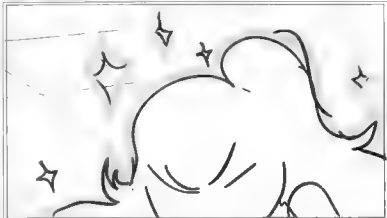
1020.010

Scene 200 *cont* Panel 4



Slugging
0.15

Scene 200 *cont* Panel 5



Action Notes
Opal glows

Slugging
0.09

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1020.010

1020.010

1020.010

Scene 201 Panel 1



Slugging
0.05

Scene 201 Panel 2



Slugging
0.05

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1020.010

1020.010

Scene 201 Panel 3



Slugging
0.05

Scene 201 Panel 4



Slugging
0.13

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1020.010

1020.010

1020.010

Scene 201 Panel 5



Slugging
0.05

Scene 201 Panel 6



Slugging
0.06

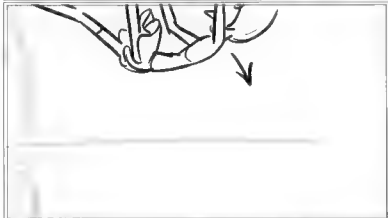
JUL 26 2013

1020.010

1020.010

1020.010

Scene 202 Panel 1



Action Notes
Pearl falls IN.

Slugging
Panels 1 + 2 = 0.12

Scene 202 Panel 2



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1020.010

1020.010

1020.010

Scene 202 Panel 3 Scene 203 Panel 1

202

Panel

202

3

Scene

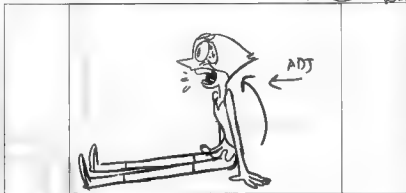
203

Panel

1

Pos B

Pos A



Dialogue

PEARL: Amethyst! You got distracted!

Slugging

ADJ: 0.05

Then HOLD: 3.05

Dialogue

AMETHYST: Hey

Action Notes

Amethyst points at Pearl.

Slugging

Panels 1 to 4 = 6.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene 203 ~~ant~~ Panel 2



Dialogue

AMETHYST: you were the one getting carried away

Action Notes

Amethyst points at Pearl.

Scene 203 ~~ant~~ Panel 3



Dialogue

AMETHYST: with all those fancy

Action Notes

Amethyst points at Pearl.

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1020.010

1020.010

1020.010

Scene 203 Panel 4



Dialogue

AMETHYST: backflips!

Action Notes

Amethyst points at Pearl.

Scene 204 Panel 1



Dialogue

STEVEN: Wait a sec...

Slugging

Panels 1 + 2 = 1.09

JUN 26 2013

1020.010

1020.010

1020.010

Scene

Panel

204 ~~CONT~~

2



Dialogue

STEVEN: Wait a sec...

Scene

Panel

204 ~~CONT~~

Pos B 3



Dialogue

STEVEN: I'VE GOT THE BEETLE!!

Slugging

ADJ: 0.05

Then HOLD: 2.13

JUN 26 2013

1020.010



Scene

Panel

205

1



Action Notes

HEAVEN BEETLES legs move around

Slugging

0.12

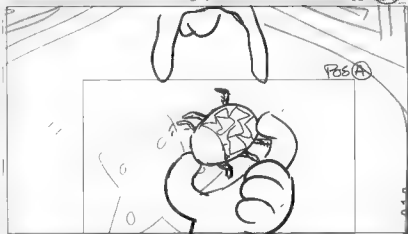
Scene

Panel

205

cont

Pos B 2



Slugging

ADJ: 0.07

JUN 26 2017

1020.010

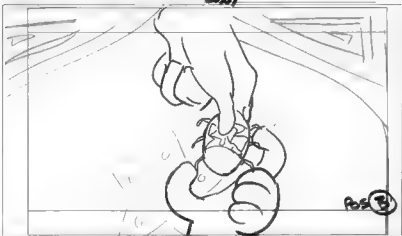
Scene

Panel

205

CONT

3



Pos B

Pos A

Slugging

Panels 3 + 4 =

HOLD: 0.08

Then ADJ: 0.11

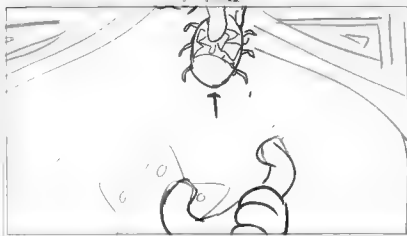
Scene

Panel

205

CONT

4



JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
206	1



Dialogue
GARNET: Good job, Steven.

Slugging
Panels 1 + 2 = 2.0.

Scene	Panel
206	2



Dialogue
GARNET: Good job, Steven.

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1020.010

1020.010

Scene

Panel

206 *cut*



Slugging

ADJ: 0.11

Scene

Panel

206 *cut*



Slugging

Panels 4 + 5 = 0.14

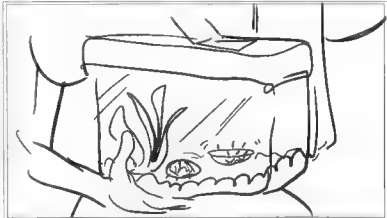
JUN 26 2017

1020.010

Scene 206 Panel 5



Scene 207 Panel 1



Action Notes
Beetle struggles on its back for a beat
Slugging
0.15

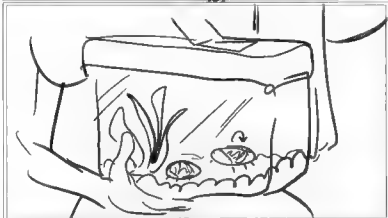
JUN 26 2013

1020.010

1020.010

1020.010

Scene 207 Panel 2



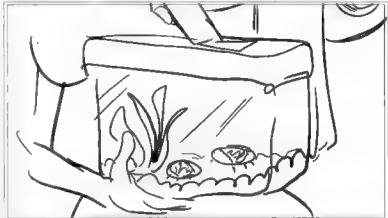
Action Notes

It flips over

Slugging

Panels 2 to 5 = 1.01

Scene 207 Panel 3



Action Notes

It flips over

JUN 26 2013

1020.010

1020.010

1020.010



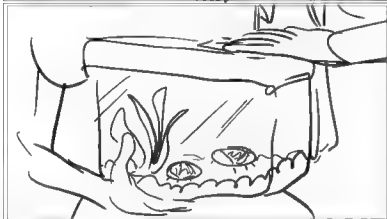
Scene

207

Panel

~~WANT~~

4



Action Notes

It flips over

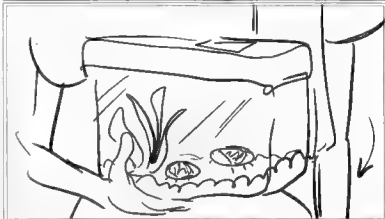
Scene

207

Panel

~~WANT~~

5



Action Notes

It flips over

JUN 26 2013

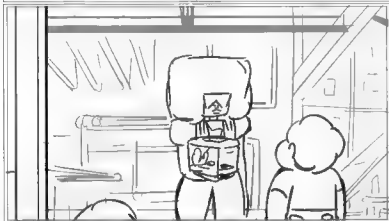
1020.010

1020.010

1020.010

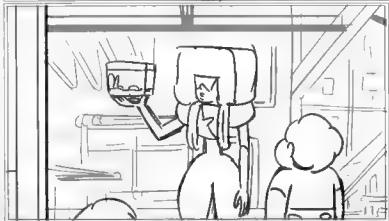


Scene 208 Panel 1



Slugging
0.08

Scene 208 Panel 2



Slugging
0.05

JUN 26 2013

1020.010

1020.010

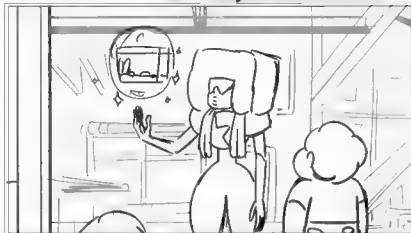
1020.010

Scene

Panel

208 *CONT*

3



Action Notes

GARNET bubbles terrarium

Slugging

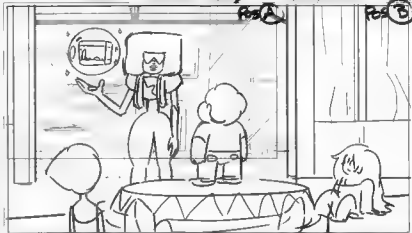
0.11

Scene

Panel

208 *CONT*

4



Dialogue

GARNET: I also see you helped your teammates fuss.

Slugging

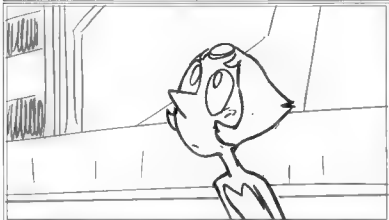
ADJ: 1.06

Then HOLD: 3.01

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1020.010

Scene 209 Panel 1



Slugging
0.09

Scene 209 Panel 2



Slugging
0.13

JUN 26 2013

1020.010

1020.010

1020.010

Scene 210 Panel 1



Slugging
0.11

Scene 210 ~~WAT~~ Panel 2



Slugging
1.00

JUN 26 201.

1020.010

1020.010

1020.010

Scene

Panel

211

1



Dialogue

STEVEN: And all I had to do was get eaten by a bird!

Slugging

4.02

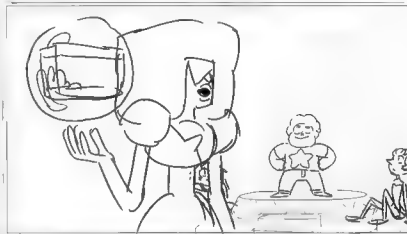


Scene

Panel

212

1



Dialogue

GARNET: Nice work.

Slugging

1.08

JUN 26 2010

1020.010

1020.010

1020.010

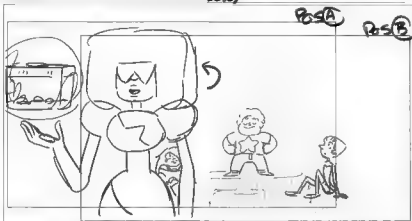
Scene

Panel

212

~~ANT~~

2



Dialogue

GARNET: You ll be great at fusing one day.

Slugging

Panels 2 + 3 = ADJ: 2.15

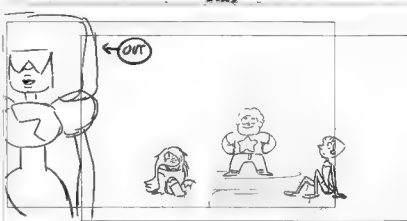
Scene

Panel

212

~~ANT~~

3



Dialogue

GARNET: You'll be great at fusing one day.

Action Notes

Garnet walks OUT.

JUN 26 2013

1020.010

Scene 212 Panel 4



Slugging
0.09

Scene 212 Panel 5



Action Notes
Star iris start

Slugging
0.08

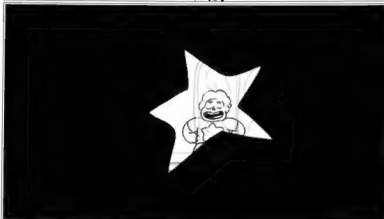
JUN 26 2013

1020.010

1020.010



Scene	Panel	
212	cont	6



Dialogue

STEVEN: Yeah...

Slugging

1.12

Scene	Panel	
212	cont	7



Slugging

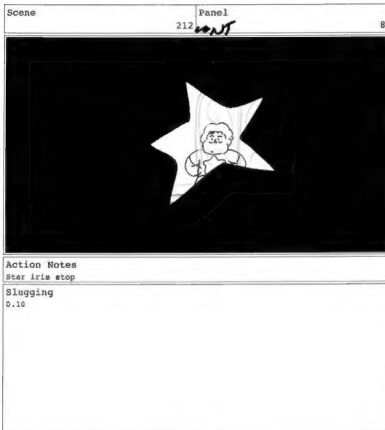
0.05

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1020.010

1020.010

1020.010



1020.010

1020.010

1020.010

Scene

212

Panel

10

10



Dialogue

STEVEN: Wait, I can do that too?!

Slugging

2.09

JUN 26 2013

1020.010